
THE BEST IN THE BUSINESS FOR MEGA-CD • MEGA DRIVE • MASTER SYSTEM & GG
SEGA
FORCE
NOT AN OFFICIAL SEGA PUBLICATION
RUMBLE IN THE JUNGLE!
EA'S STRIKIN' SEQUEL
YABBA DABBA DOO...
FULL FLINTSTONES REVIEW!
STREETFIGHTER II — THE LASTEST INFO
MS SUPERMAN & LAND OF ILLUSION • MD SUNSET RIDERS & MiG-29
GG CHAKAN PLUS ALL THE LATEST MEGA-CD NEWS AND RELEASES
impact MAGAZINES
9 770964 255044 07
£1.95
No.19
JULY 1993
PRINTED IN THE UK EXPORT £1.95 STERLING
CREATING 90s READING
© 1993 Hanna-Barbera Productions, Inc.





SEGA




TM

SEGA FORCE

JUMPING FO



STONE-AGE, SEGA SUPERSTARS!

Yet again we've scooped the rest with this issue's brilliant Flintstones review! There's plenty of action in store for Fred, Wilma and all the gang in their first Mega Drive outing. Of course, when it comes to bringing you rock-hard reviews, news and competitions, SEGA FORCE are the team supreme!

This is also the last issue of SEGA FORCE proper but next month we'll be bringing you a double dose of thrills and spills. What are we on about? Check out page 98 for all the info...

ADRIAN 'ONE-TIME SNOB' PITT, Deputy Editor
I came to SEGA FORCE looking suave, sexy and sophisticated. I was a natty dresser; I've been told they called me a snob — now look at me!

After two years with the mag, I've hit rock bottom. The Armani suit's been replaced by a loincloth, the mobile phone's now a ten-ton club... oh, and they're bottling me body odour and selling it for five bilberries a time down at the Bash 'N' Carry!

Fave Game of the Month: THE FLINTSONES

MAT 'CHOPPER' YEO, Prod Ed
Way-hey! After one measly year at SEGA FORCE, I've advanced through the ranks to Production Editor. Cor! The rate I'm going, I'll soon be important enough to lick Gutter Snipe's boots!

But don't let my cheery face fool you, folks. The past few months have been a long, hard slog — but it's been worth it. Not only are we the greatest multi-format Sega mag around, we're also splitting into two even cooler mags. Catch ya next month for twice the fun. Bye!

Fave Game of the Month:
JUNGLE STRIKE

WARREN 'STALACTITE' LAPWORTH, Sub Ed
Although it's at the very start of the mag, the contents is usually the last thing to be done. So here I am, unwashed and somewhat slightly dazed, having slogged through a hundred pages of text for your delight and perusal. And next month I've *two* mags to work on! Blimey.

Now come on, Ade, get those brontoburgers on the fire — I'm starving!

Fave Game of the Month:
JUNGLE STRIKE

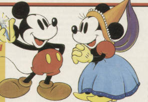
PAUL 'RIFFY LOINCLOTH' WOODING, Staff Writer
I used to have close-cropped hair, pin-striped suits and Brylcreemed eyebrows. After eight months of hard slog, I look more like my great ancestor, Ugh Wooding!

What a laugh he was, always going out clubbing — women, that is! But he always made sure there was a meal on the table. Trouble was, he'd forget to kill it first!

Fave Game of the Month: JUNGLE STRIKE

R JOY IN JOLLY JULY!



TOKYO 2 CREW

MANAGING EDITOR
Steve Shields
DEPUTY EDITOR
Adrian Pitt
PRODUCTION EDITOR
Mat Yeo
SUB EDITOR
Warren Lapworth
STAFF WRITER
Paul Wooding
CONTRIBUTORS
Marshal M Rosenthal (USA)
Norton Kai (Japan)

DESIGNER
Ian Chubb
SCANNING
Michael Parkinson
SCREENSHOTS
Sega Force Deadheads
PRODUCTION MANAGER
Franco Frey

ADVERTISEMENT MANAGER
Neil Dyson
SALES EXECUTIVES
Michelle Kendrick
Pete Raybould
Jonathan Smith
AD PRODUCTION
Jackie Morris

CIRCULATION MANAGER
David Wren
PUBLISHER
Eddie McKendrick

impact MAGAZINES
Case Mill Temeside Ludlow
Shropshire SY8 1JW
Tel: (0584) 875851
Fax: (0584) 876044

PUBLISHING DIRECTOR
Roger Kean
ART DIRECTOR
Oliver Frey

Printed in the UK
by BPCC Business Magazines (East Kilbride)

Distributed by **COMAG**
ISSN 0964-2552

A Member of the Audit Bureau of Circulation

WORLDS APART

38 Join Mickey Mouse as he takes a trip to the *Land Of Illusion* on Master System. Question is, how much does it differ from the first 8-bit mousey romp?

SNEAKY PEEK

18 We've got *so* many previews this issue! There's Sega's *Flash, GP Rider California Games II* and *World Tournament Golf* on MS. *André Agassi Tennis* on MS and MD, Domark's MD *Internional Rugby* and MD *Populous II* from Virgin!

CD'S BEAMING BOY

68 If you're a cartoon freak and have a Mega-CD owner, why not take a trip to the Carbuncle Elementary School and step into the world of Willy Beamish? This is Sierra On-Line's first M-CD animated cartoon adventure!

CARRY ON GAMING



86 In our exclusive Spectravideo compo, MS, MD and GG owners stand a chance of winning well wicked carry cases for consoles and carts!

STRIKE A LIGHT!

58 The long-awaited sequel to *Desert Strike* is here! Electronic Arts' superb tactical shoot-'em-up, *Jungle Strike* is bigger than it's predecessor, but is it better? Find out — NOW!

SONIC IS BOOKED!

22 Sonic and Tails are all set to star in their own novel. We give you the chance to win a copy in our exclusive compo!

FORCE TESTED!

REGULARS



Gotcha!

On Thursday June 24th, there's gonna be one helluva bang in the magazine world. That's the day both SEGA FORCE MEGA and SEGA MASTER FORCE go on sale. SEGA FORCE MEGA will be a new look, glossy magazine dedicated to Mega Drive and Mega CD owners. SEGA MASTER FORCE will be the first Master System dedicated magazine ever. Good news for Game Gear owners is *both* titles will carry a special eight page supplement. We'll have more news, bigger reviews, loads of features, corking covermounts and mega exclusives. SEGA FORCE MEGA and SEGA MASTER FORCE are gonna be hot. You asked for 'em— you got 'em!

STREETS A

News has just reached us regarding the long-awaited release of *Street Fighter II* on the Mega Drive… it's not going to appear until October!

While other **Sega** mags continue to hype the game to the hilt, we decided to find out what was happening before promising a review in the next issue (every issue). Okay, it's definitely coming out, but what will it be like and why is it taking so bloomin' long to get here?

Now all (well, *most*) can be revealed as we go over the pond to speak to **Capcom**'s **Laurie Thornton** in America. If anyone in the world knows what's happening, it's Laurie:

'We're not planning to release *Street Fighter II: Champion Edition* in North America until September now,' she explained, 'so a UK launch isn't expected until at least October. My most recent details concerning the game are still a bit vague, though,' she admitted, 'although I would be *very* surprised if it were to appear any sooner.'

That's cleared up the question of 'when', but 'why' is it taking so long?

'There's a good chance that the game will be as big as 24 Megs by the time it's finished,' she revealed in a most tantalising fashion, 'and obviously, cramming all that information onto a 16-bit cart isn't the easiest — or quickest! — procedure.'

Ch-ch-ch-changes

Can she be serious? That's no small amount of code she's talking about, but why the need for it all? Maybe it's because of the enhancements *Street Fighter II*'s receiving. We touched on them last issue, but hungry newshounds that we are, we've sniffed out a comprehensive list of additions. Players of the **Sega** version of this brilliant beat-'em-up can expect to be dazzled by the following:

Enhanced graphics (not only have the fighter portraits been completely re-drawn, but many of the actual characters are to benefit from graphical tweaks); the player can control any of the four 'boss' characters without using a cheat mode and even select a player versus same-player game (in fact, when fighting against computer, the player will *have* to tackle

SF II STUFF

While we're on the subject of Capcom's cool fighting game, there's already speculation on the Sega CD version. Officially Capcom have stated that no CD version of Street Fighter II is in the works (yeah, sure). However, we have learnt that a CD game is being developed by them using real actors, voices and stunning music. This may be an improved version of SF II but Capcom are keeping quiet.

STAR WARS SAGA

For a film that's over 15 years old, there's a lot of interest in the *Star Wars* trilogy. **US Gold** have snapped up the rights to produce *Star Wars* for the Master System and Game Gear. It's based on last year's NES hit but has improved sound and graphics.

However, there's no word on a Mega Drive version. In fact, sources tell us there will be *NO* MD version, because **LucasArts** are working on a conversion of the ace *Super Star Wars* for Mega-CD. The CD version will be completely different from the SNES game and feature digitised scenes from the movie, loads of levels and an impressive **John Williams** soundtrack.

The **US Gold** games are out in the autumn and expect to see the CD game in the winter.

On the subject of *Star Wars*, there's news of *two more* Jedi-related games. **LucasArts** are also working on an incredible X-wing simulator called *Rebel Assault* for Mega-CD and we've heard talk of *Star Wars Battle Chess*, where pieces are replaced by characters from the movies. It looks like the Force will be with us for a long time to come!

HEAD!

a mirror-image of his own character to complete the game); it's going to be a lot harder (attacks cause less damage each time they're used, forcing the player to use a combination of moves rather than sticking to the most powerful); many of the characters' moves have been extensively modified (Chun Li has two new kicks, for example); Ryu and Ken will have different abilities (they may as well have been the same character, previously); oh yeah, and you may have to buy a new joypad to get the most out of the game!

It's presently believed that when using the standard three-button pad, the 'Start' button has to be pressed to toggle between punching and kicking moves. But two new six-button pads (the same amount as the original arcade machine) are being developed by both **Capcom** and **Sega**, which should upset Ninted'eads!

Expect more exciting news as it happens. Rest assured, the new-look SEGA FORCE MEGA (available next month from all good stockists!) will continue to investigate the *SF II:Champion Edition* saga, and when the game is eventually released, you can guarantee we'll do a decent job of reviewing it. The World Warriors are on their way...

FACELESS TECHNO CLASH

The Electronic Arts games wagon keeps on rolling! RPG and adventure gamers will be pleased to hear they've cooked up something special for the MD.

Techno Clash is an 8 Meg fantasy game in which you play as Prince Ronan. His land, the Inner Realm, is threatened by mechanical monsters and so, with the help of his bodyguards, Chazz and Farrg, he sets out to destroy 'em.

Featuring weapon options, spells and loads of levels. *Techno Clash* is out in July, priced £39.99.

ADEY BABE'S MOST MEANINGFUL NATTER BIT

● Hey girls, there's a new member of the crew, but we can't reveal him (oo-er, missus!) until the launch of our two new magazines. His name's Steve Shields and he comes from er... well... he comes from... hmmm... his mummy's tummy. He's what we call a Managing Editor, which is an Editor who manages. He's cool, calm and collected and thank Lordy he doesn't like Cathy Dennis!

● It's been here since Issue 1 but my natter bit will natter no more (well, after this ish it won't!). The reason? Well, I won't be here. I'm moving! 'Where?' I hear you cry. To a brand spanking, new-look magazine, SEGA FORCE MEGA, that's where. 'Oh no! Is this the end of SEGA FORCE as we know it?' you wibble. The answer is, quite simply yes and errrr... no. If you want to find out more, see if you can spot the adverts in this ish. If not, there's a bit of goss on the Next Month page. The end of an era and the start of a new life. Who knows where I'll be in five years time? Splutter... weep...wibble... wibble. See ya!

WAYNE'S WORLD

USA

Are the hairy dude and his speccy partner still fashionable? Probably not, but the BLACK MARSHAL still uses words like 'babe' and 'schwing', so...

Oh, the importance of being Wayne. Not content to sit around doing a cable TV show, he and Garth trudge down to the local arcade — only to have his bespectacled friend sucked into a game.

So Wayne, too, is pixelised and travels through many strange and disgusting places in order to rescue his friend. This one-player game is still a work-in-progress but what's already coded is a hoot!

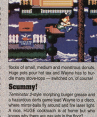
Wayne's sprite has a small body but a really big head and carries an energy-poppin' guitar. Later he can *THRUM!* his way to stronger blasts by collecting power-ups. They include a special 'all-powerful' one plus energy to replenish that drained by dangers.

I viewed four levels, starting in the Music Shop. Wayne jumps over holes in the floor, ducks down and presents a clean butt to the world. Problems includes his old girlfriend, who tosses pulverising kisses, and musical instruments trying to kick his head. Violins fire bows like missiles!

Next it's snack time at the fast food emporium. There's a donut motif everywhere, meaning

OK. NOW WE'RE GOING TO PRESENT THE TOP TEN WORST VIDEO GAMES WE PLAYED AT NOAH'S ARCADE EARLIER THIS WEEK!

Gutter Talk



flocks of small, medium and monstrous donuts. Huge pots pour hot tea and Wayne has to hurdle many stove-tops — switched on, of course!

Scummy!

Terminator 2-style morphing burger grease and a hazardous darts game lead Wayne to a disco, where mirror-balls fly around and fire laser light. A nice, HUGE cockroach is at home but who knows why there are gas jets in the floor?

Next is a nightclub, strewn with performance equipment and the kind of folks more suited for industrial garbage than living, but worst is Suburbia. Houses and streets hang in the air, monsters hide in mailboxes and teenage hockey players attack. And what do you do with mutants, especially when they're impervious to weapons? (Answer: run like hell!)

And somewhere in this mess, Garth is waiting, trapped inside... well, I'm not sure. Sorta looks like a toaster but could be a gunked-over



Wayne's World! Party time, excellent! Guide the hapless Wayne through various tricky levels in search of his best pal, Garth. You're armed with a special guitar that's capable of firing lethal sound waves. Leap and run through each section, blasting bad guys as you go. After two levels there's a tough guardian. Destroy it and find the purple-handed fiend who's got your best bud!



refrigerator.

Cool graphics — they're kind of scummy, just like Wayne and Garth. Levels take Wayne in four directions and you can retrace your steps at any time. Animation is smooth and fast. Parallax scrolling sometimes creates 3D effects.

Forget the background tunes, it's just muzak — you don't really hear it 'cos your attention's elsewhere — but sound effects are fun. Wayne's guitar fires with a string-real 'gthud!' and other noises fit in. When Wayne loses a life, he gets down on his knees and pleads 'Not worthy!', but collect a power-up and he cries 'Excellent!'.

You gotta move quick and sure to reach the end of *Wayne's World*, where the big boys are waitin' to pop your butt. Fight fast and furious — use 'Schwing!' power if you've got it — and you'll win. If you're worthy.

MARSHAL



ACCOLADE ON THE BALL

Accolade continue their sporty theme with the forthcoming MD game, *Péle Soccer*. We saw a really, really early version, but it promises superb player animation, slick gameplay, ball control and tons of atmosphere. There's not a firm release date yet. In the meantime, have a look at what you can expect to see.

THAN-Q FOLKS!

This issue of **SEGA FORCE** has been brought to you by the letter 'P' and the number '6'. People that deserve a big chummy hug this month (for services too diabolical to mention) include... **Comtazia** (0384 261698), **Clare** at **Killer Konsoles** (0438 367406), **Jonathan & Paul** at **Game Zone** for the loan of the Mega-CD (0908 226696), **Gary** from **The Big Breakfast** for being on holiday, **Danielle Woodyatt** for the cracking good party and freebies, and finally, **Andrew Wright** at **Sega** for all his help. Cheers, you lot!

AWESOME ARNIE

This summer's gonna be hot at the box office! There are loads of movies out this year but two titans will slug it out for the top spot. **Steven Spielberg** has the dinosaur epic, *Jurassic Park* (see SEGA FORCE News last issue), but Hollywood's main man, **Arnold Schwarzenegger**, is back with *The Last Action Hero*.

It features big Arnie as a fictional movie cop character, Jack Slade. His biggest fan is a small boy (played by **Austin O'Brien**) who, with the aid of a magical cinema ticket, is transported onto the film screen with his hero.

What follows is an explosive adventure packed with incredible special effects and cameo appearances by big name movie stars playing themselves. Watch out for **Sylvester Stallone**, **Jean-Claude Van Damme** and **Bruce Willis**.

The good news is that *The Last Action Hero* will appear on Mega Drive, Mega-CD and Game Gear later in the year. **Sony Imagesoft** are producing all versions so expect high quality on all formats.

The Last Action Hero is out in July; we'll keep you posted on how the console versions are shaping up. Meanwhile, keep an eye out for **Mattel's** action figures. In addition to various characters, there are six different versions of Schwarzenegger! Our fave's flasher mac Arnie!



DRAGON'S FURY

Though he died way back in 1973, there's still much interest in the films and life of martial arts expert Bruce Lee. This autumn sees the release of *Dragon*, a film which delves into his incredible life story. Newcomer Jason Scott-Lee (no relation) plays the master of kung fu himself.

Virgin Games have snapped up the rights to this frantic fighting film and have a Mega Drive game in the works. If you're a fan of the martial arts or games such as *Street Fighter II*, check this out!

***Dragon* features Bruce Lee and 12 other opponents in a one-on-one battle. Play as Lee or get a friend to help out as Bruce Lee's alter ego.**

Your character has an impressive range of 36 fighting moves plus secret ones to discover. *Dragon* boasts stunning parallax and loads of animation. A massive 30 Megs of data has been squeezed onto a 16 Meg cart using advanced data compression techniques.

Everybody will be kung-fu fighting later this year!

CHAOS THEORY

Those busy bods at **Electronic Arts** have a hectic year ahead of them! We were the first with news on their 16 Meg masterpiece, *Haunting: Starring Polterguy*, now we've found out about a wacky war simulation, *General Chaos*.

It's a strange mixture of action and strategy, with a healthy dose of tongue-in-cheek humour





thrown in for good measure. You play a five-star general and your mission is to guide troops through enemy territory. Select your combat teams from a selection of bloodthirsty soldiers (such as the halfwit Commandos) and engage the enemy.

Collecting extra weapons is essential as the side with the best weapons has superiority on the battlefield. Of course, you don't go into battle — it's far too dangerous for a general! — so you monitor the action from the safety of a war room.

This 8 Meg fighting feast is due out this winter. If it's anything like **EA**'s other games, we're in for a military treat!


SUPER OFFERS MEGA-DISCOUNTS AND FREEBIES ONLY AT THESE SHOPS
MAIL ORDER HOTLINE: 081 741 9050 or 0708 736663
WEST LONDON
Computer Games
309 Goldhawk Road, London W12
Tel: 081 741 9050
LAKESIDE
That'z Entertainment
Unit 616, Pavillion Building, Lakeside
Shopping Centre West Thurrock,
Essex. Tel: 0708 890800
WALTHAMSTOW
That'z Entertainment
231 High St., Walthamstow, E17
Tel: 081 503 6633
ROMFORD
That'z Entertainment
Units 33-34, Romford Shopping Hall,
Market Place, Essex.
Tel: 0708 744338
That'z Entertainment
6 Moray Way, Romford, Essex.
Tel: 0708 736663
WEMBLEY
Wembley Stadium
Sunday Market 9.00am - 3.00pm
CRAWLEY
Gamesville
18 Springfield Road, West Susex.
Tel: 0293 541953
BRIGHTON
Gamesville
152 Lewes Road. Tel: 0273 620814
CAMBRIDGESHIRE
Mega Master
Nene Parade, March.
Tel: 0354 56433
HERTFORDSHIRE
Complete Entertainment
217 London Road, Apsley
Hemel. Tel: 0442 233996
Games Galore
158 High Street, Watford.
Tel: 0923 212313
MIDDLESEX
A.M.S.
145b Deans Lane, Edgware.
Tel: 081 201 0535
N. IRELAND
Megamania
10 South Street, Newtownards.
Tel: 0247 820688
Megamania
219 Castlereagh Road, Belfast.
Tel: 0232 453071
SCOTLAND
C&A Games
Marketplace, 61-63 South Street.
Perth. Tel: 0738 440669
C&A Games
6 The Parade, Stirling Central.
Tel 0786 447470
C&A Games
De' Courcys Arcade,
Cresswell Lane, Glasgow
Tel: 041 3343901
BUY-BACK
All shops will buy back your unwanted console games. Absolutely none refused.
All shops listed here are independent.
A2Z VIDEO GAMES
FREE MAG
FREE VIDEO
SEGA TIPS
*Only on selected items
£1 OFF
Discount Voucher
£1 Off our rock bottom prices when you next purchase games at the shops listed on this page.
This voucher cannot be used in conjunction with any other offer or promotion. NOT TRANSFERABLE. Offer ends 31st July 1993.

STICK IT TO SF II

Street Fighter II gets instant recognition these days and **Sega** are playing this to the max. Word is that other **Capcom** titles will make the leap to Mega Drive within the next year. If **Capcom** get any bigger, we can start wearing *Megaman* hats and vote him in as World Dictator.

Capcom have reworked their **Fighter Power Stick** for MD. Designed exclusively for *Street Fighter II*, it features six action buttons, an eight-way joystick and three rapid-fire turbo buttons.

What do you get for 80 bucks (around £50)? True arcade controls, with greater freedom of movement to perform advanced manoeuvres. The heavier stick means better shifting and a good, solid feel. You need all the advantages you can get!

MARSHAL

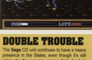


BLOOD WILL BE S

The horror begins anew! At the end of *Splatterhouse 2*, our friendly Jason lookalike, Rick, rescued his girl, Jennifer, from the clutches of slimy abominations. Just one year later, he's married to Jennifer and she's given birth his son. He's even found a day job that pays enough for them to move into a huge mansion.

Returning from a tiring day at the office, Rick's dumbfounded to discover his mansion under siege by gruesome monstrosities, his wife abducted and son being prepared for sacrifice. Out comes the hockey mask for **Namco**'s *Splatterhouse 3*!

Unlike past versions, Rick can move forward and backward (instead of just left and right), so he can sidestep enemies. His repertoire has increased from basic punching and kicking to include a headbutt, spin-kick, throw, neck-hanging (?), pile-driver and drill claws.



Grosser and grosser

In a pinch, fleshy projectiles poke from his body to skewer unsuspecting monsters. By using an item, Rick becomes an even tougher being by assimilating the hockey mask into his body. He can also pound enemies with bricks, steel pipes and machetes.

Using a floor map, Rick can wander freely around the mansion, seeking items or the head honcho. Depending on the time taken to clear stages, the story changes, so too much wandering has unhappy repercussions for Rick's loved ones.

Graphics and atmosphere have changed for the more repulsive. The

FEEL THE NEED

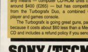
You'll soon get the chance to drive like a maniac in Accolade's forthcoming *Speed Racer* game. The game is based on a popular American cartoon series.

Accolade have the rights to the *Speed Racer* characters for console and computer games. Speed's a smart, courageous teenager and the best racing driver ever. The classic adventures from the Sixties are aired on MTV in the USA and The New Adventures of Speed Racer are slated for the autumn.

The MD game is due at the end of the year and will most likely focus on racing the Mach 5 (SR's car) against other vehicles. Players will be able to select a number of scenarios based on the cartoon episodes. Go Speed racer, go!

MARSHAL

DOUBLE TROUBLE



The **Sega** CD unit continues to have a heavy presence in the States, even though it's still pricey for the average gamer (last check in New York — $300/£199). It's not a fortune by any means — computer CD-ROM units cost around $400 (£265) — but has competition from the Turbografx Duo, a combined CD player and games console.

The Turbografx is going great guns, partly because it costs about $60 less than a Mega-CD and includes a refund policy if you send in your **Sega** or Nintendo console. Not enough gamers use the Sega CD — they grabbed folks by making the MD cheap, now they need to do the same with their CD player.

But I *do* like the direction things are heading with CD-ROM. *Dracula* (from **Psygnosis** — previewed last issue) has amazing specifications: over 500 Megs of data, 20 minutes of digitised film running at 20 frames per second clips and two sprite planes. The Mega-CD's games and sales can only get better.

Marshal Rosenthal

SONY/TECMAGIK TEAM-UP

American entertainment giants, **Sony Electronic Publishing**, have signed a deal with **TecMagik** to distribute their new games. The deal essentially means that all new **TecMagik** games benefit from **Sony**'s worldwide product network, meaning a higher profile and hopefully greater sales. **TecMagik**'s President and CEO, **Manlio Allegra**, commented: 'As the leading distributor of entertainment software in Europe, Sony Electronic Publishing is well positioned to handle our diverse, innovative product line.'

Forthcoming releases covered by the agreement include the soon-to-be-released *André Agassi Tennis*, *Sylvester & Tweety*, *Pink Panther* and **Steven Seagal** games.

MEGA-CD CONVERTOR

Datel, the people responsible for the nifty Action Replay cartridge, have announced details of a new product, the Pro CDX. They claim it allows any Sega CD game to be played on any Sega CD system.

The cart plugs into the Mega Drive game slot and, reportedly, enables Japanese, American and European CD products to run on one machine. At the moment, import CDs won't work on other systems.

If Datel's claims are true, they may have another successful product on their hands. However, there's been no official word from Sega on the availability of the Pro CDX.

SPILLED...

rotted, melted wax monsters don't melt away, they leave a nasty mess of leaked fluids. Smack one with a baseball bat and his head's mashed, or cleave him in half with a machete. Even when mortally damaged, they come back for more.

Featuring vastly improved gameplay in a gore-drenched nightmare mansion, *Splatterhouse 3* should be an instant favourite of horror fans. It's already available in Japan so look out for imports. Definitely not suggested viewing for parents!

Norton Kai

GLUED TO THE SCREEN

Revell-Monogram, the folks who make model kits, have cars and planes you not only build but then play on CD-ROM. The CD holds the assembly instructions and a game featuring 3D graphics and digitised images. Floyd Design worked with Viewpoint Animated Engineering, who create datasets — digital coordinates used to make 3D graphics. First out is *European Racers*.

THE TERMINATOR CD



You think you know it all when it comes to The Terminator? Sure, you've seen the flicks and played the cart, but this is the big time — Mega-CD time. It's gonna blow you away — literally.

Gutter Talk!

Let's get right down to it: Expect multiple levels, tons of graphics with digitised scenes from the film, combined with fast-moving animation. Loud, hard sound effects, taken from the film. Parallax scrolling backgrounds, hard, harsh, and ugly. And more bad-assed enemies than you can handle.

The Terminator CD plays on similar lines to the cart game. You play Kyle Reese, freedom fighter. To prevent a future filled with body parts, courtesy of thinking machines out to crush humanity, first go into the bowels of the machines' HQ and their time chamber. Purpose: go back in time and stop a Terminator from killing Sarah Conner, the mother of John, leader of the resistance.

You start with a decent multi-firing machine gun and a couple of point-of-impact grenades. You run in all directions — you can walk but it ain't advisable — jump high and hard, and shoot in all directions. More importantly, you can fire from ladders and stairs.

Putting you in the picture

Backgrounds and cut-away scenes are digitised right from the film, as are many of the machines you battle. Starting in Dead City, Hunter-Killers patrol a landscape of rubble and bones, searching for humans to mulch. You have to move damn fast to stay ahead of them.

All around the crud left of civilisation are the machines, some cleanly metallic, others skin-clad. The fake humans are easiest to destroy — just five or so hits — but metal-heads have energy weapons and require a *LOT* of hits. But they explode nicely, limbs flying in all directions.

Manoeuvring across The Wasteland ain't easy. Big gaps in the ground reveal hidden caverns which you're forced to enter at times. It seems safer than on the surface... until you fall into a bottomless pit!

At least you have control posts. When you pass one, you return there should you lose a life. Provided you've one in reserve.

There aren't any special weapons but you replenish ammo supply by collecting tokens which add grenades, life force and extra lives. But they're frequently in really bad places.

Big guns, big trouble

The machines' HQ is full of confusing levels, twisting corridors and plenty of trouble — the metallic guys have big, BIG guns! Watch out for

Above: Race through the Skynet headquarters in search of the time displacement chamber. That's the device capable of taking Kyle Reese back to 1984.

Left: The CD version boasts improved graphics, more levels, a superior soundtrack and digitized movie footage. Your mission is still the same: save the future by travelling to the past!

SEGA SECRETS

Let's face it, everyone loves a gossip. There's nothing better than finding out someone's sordid secrets or being the first with a juicy tidbit. Boy, have we got some confidential info for you! Our spies have been working overtime to bring you the lowdown on what Sega have in store for 1993 and the beyond.

You're probably wondering about the future of a certain speedy blue hedgehog. *Sonic The Hedgehog 3* is nearly finished and boasts more levels and a bigger memory. Tails is back, along with some of Sonic's other friends. *Sonic 3* should be out in time for Christmas and we'll have more news on this exciting sequel next month.

Sonic coin-ops

Sonic is due to appear in not one but two coin-ops. Whether these are based on the MD games is unknown but they should be something special. *Sonic CD* has been delayed indefinitely because Sega are updating it so that it sells the CD system, in the same way *Sonic* did for the Mega Drive.

Even before the first game has hit the streets, *Bubsy 2* is under development by Accolade, as is *Brett Hull Hockey* and *Pélé Soccer*.

Electronic Arts have *General Chaos* (see news item), *Might & Magic 3* and yet another American footie game in the shape of *Bill Walsh College Football*.

Sony Imagesoft have got their mitts on *Cliffhanger* (the new Sly Stallone action flick), *Clik Clak*, *Godzilla* and *ESPN Football*.

We'll have pics of some of these hot new games next month. Stay tuned.

miniature Hunter-Killers and access different areas via jet-lifts.

Tanks look for you, automated laser guns and cannons track you. But you gotta try and get to the time chamber and stop the machines sending a Terminator into the past.

You find the chamber but it's too late. You're forced to head off to the mean streets of old Los Angeles. Following the Terminator means getting across town — and it's late at night so the vermin is out. Punks, bikers and 'street ladies' have all kinds of interesting weaponry: Magnums, shotguns and plenty of TNT.

Things really start popping once you run into the Terminator at the Tech Noir nightclub, take on both him and cops at the Police Station, then follow his trail to the Factory and have at him in the Final Battle.

What's cool about *The Terminator* on CD? The music and digitised graphics running full speed, natch, but also there's so much detail. You can see the hairs on Arnold's chest as he lumbers toward you, firing merrily.

The muted colours and ugly, scarred backgrounds of the future set a helluva tone that combines with the music and effects to push you forward. And the programmers have tossed in a few macabre effects along the way, too. You'll know 'em when you see 'em.

The Terminator's gonna be hot. It's action, shoot-'em-up, noise, smoke, explosions. And the end of mankind.

MARSHAL

FOURTH PHANTASY

The battle between good and evil continues in this, the latest Phantasy Star game. You have to admit, it's become an epic series. This time around, you really *are* up against it! The Dark Force has grown stronger. You travel many vast continents, encountering all sorts of evil as you try to halt its spread. *Phantasy Star IV* benefits from a larger memory, so the graphics and sound are better . Check out SEGA FORCE MEGA in the coming months for more progress reports.

THE DARK FIGH

An arcade smash from several years back, **Taito**'s *Night Striker* makes its home debut on Mega-CD. A 3D shoot-'em-up in the style of the venerable *Space Harrier*, it puts you in command of a robot or hyper-tech hovercraft.

The object is simplicity itself. Take your robot or hovercraft and blaze through stages, laying obstacles and enemies to waste as you go. Reach the end of a stage, demolish the end-of-stage boss and off you go again.

Movement's fairly smooth, although some of the vividly-coloured backgrounds could be nerve-damaging during high speed scrolling. Some obstacles and enemies are zoomed — finally some of the Mega-CD's special effects are put to use.



As an exact replica of the coin-op, CD *Night Striker* spans 21 mind-numbing stages. However, they're arranged in a pyramid, starting from one stage on the first level and branching out to six on the sixth level. In other words, each game consists of six stages over six levels, which lead to one of six endings.

Taito have done some fancy footwork with the soundtrack, taking the backing music directly from CD while using the Mega Drive's sound chip for effects. This software innovation means rich musical backing, instead of the usual farfing, bleeping pap. Let's hope the musical content is up to scratch.

No word on launch date yet but we'll keep you informed. Stay tuned!

NORTON

HOT METAL

Sega's new robot shoot-'em-up looks hot! *Ex-Ranza*'s a side-scrolling shooter set in the near future, and features high-tech robots.

Ex-Ranza's a heavily-armoured bipedal military robot fitted with a rocket pack. In battle, the humanoid robot's supported by one of eight weapons systems configured like a flying gun, motorcycle and even flying saucer. These can fight in tandem with Ex-Ranza or latch onto the robot to unleash devastating moves.

Enemy characters are crisply-detailed mechanoids that move in a strangely convincing fashion. In an enemy base, the background scrolls with an odd 3D effect, creating ideal alcoves for enemies to ambush Ex-Ranza.

The heavy mech end-of-stage bosses are uniformly enormous. Some fill a full third of the screen, leaving precious little space to dodge bullets.



Ex-Ranza has superb graphics and a rich variation in colour. Using a special technique, **Sega** claim to have doubled the Mega Drive's colour limit to 128 onscreen, making for subtly-shaded backgrounds and spectacular explosions.

If robot action's your bag, *Ex-Ranza* is worth a close look when it arrives, any day now. **NORTON**

If end-of-level guardians are your cup of tea, check out these mean muthas in Ex-Ranza. Time for maximum firepower!



The game features stunning graphics that really test the limits of the Mega CD. This is no ordinary shoot-em-up.

...T RETURNS



Get ready for the ride of your life 'cos Night Striker is on its way to the Mega CD. Based on the cool arcade game it features excellent scaling graphics, a CD soundtrack and effects supplied by the Mega Drive's sound chip.



SOMEWHERE IN AMERICA...

Are you sick of SNES-owning friends ranting about the Super FX chip and *StarWing* (nee *StarFox*)? Prepare for revenge — the MD Super Processing chip's slated to appear any time now!

Sega have taken a leaf out of Nintendo's book and will put this new chip inside specific, special cartridges, just their archrivals have with *StarWing*. Unlike the Super FX chip, which specialises in filled 3D and shading, the Super Processing chip speeds up the Mega Drive's CPU so it's faster and better at *all* tasks. The MD's set to reach new heights of animation and gameplay, and just imagine what would happen if the new chip was combined with CD-ROM technology...

Specifics of the Super Processing chip's capabilities are hush-hush at the moment, but not as secret as Sega's next generation of games. At an unknown location, the Sega Midwest Development Division are beavering away. Although Japanese programmers are still involved, all of Sega's new products are developed by this American organisation.

The building where this takes place is like a mad scientist's lab. The jokers have to wear ID badges and pass through security doors which scan the personnel. We know the video games biz is huge and secrecy's important but this is too much!

Marshal Rosenthal

GAMES SHOW

Think The Movie Channel, MTV and Sky One are pretty hot? In the States, **Time/Warner** and **Telecommunications, Inc** bring **The Sega Channel**. Don't expect a Sonic chat show and Ecco sitcom, tune into **Sega** and you can download games into your Mega Drive!

No, it ain't magic, you need a special tuner/decoder between the MD and television cable. Turn on and make a selection from the onscreen menu. A few minutes later, you've got the game to play until you turn the machine off. A single fee is added to your monthly bill.

This game-on-demand system is workable with any cable system. Besides full and preview games, the channel plans to offer playing tips, news and competitions. True cool. **Marshal Rosenthal**

Q WHO?

Fed up with the same dire, tinny sounds trickling out of your Mega Drive? Well great quality sound is just round the corner. Sega have linked up with a Canadian company, Archer Communications, to bring a new technique called QSound to your home console.

Described as "three dimensional sound" the QSound system aims to produce clearer, richer music and sound effects for your home console. Archer Communication, based in Calgary, have been working on the technique for some time and you'll be able to check out the results when the Mega CD version of Ecco: The Dolphin appears at the end of July.

QSound is also set to appear on every Mega CD game after the release of Ecco so we can all look forward to incredible tunes from Sega in the near future.

PSYCHOTIC REINDEER?

Renovation's *Elemental Master* is pure shoot-'em-up. A nice opening sequence explains that the hero has to brave four worlds and use elemental powers to defeat an evil wizard. What counts is that it's fight, fight, fight all the way.

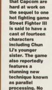
The hero's powers increase in strength and duration as he progresses. The screen scrolls vertically and button fire ahead or behind. The playing field often splits in two; naturally, some paths are safer than others.

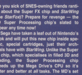
Plenty of strange characters keep you moving — like missile-firing reindeer (I think), green globber men, and guys who toss boulders off cliffs. It ain't roleplaying or strategy, but who cares?

Marshal Rosenthal

SF III ON THE WAY

News reaches us that Capcom are hard at work on the sequel to one hot fighting game Street Fighter III is said to feature a cast of fourteen characters including Chun Li's younger sister. The game also reportedly features a stunning new technique known as parallel processing. No news on a release date yet but it's on the way...





LASER LIGHTS

If you were one of those lucky souls who bought (or were given) a Menacer and wonder where the heck are all the games Sega promised for it: fret not!

US based American Laser Games are about to release a whole truckload of games for use with the Menacer and Mega CD. Currently scheduled for release are nearly all their top arcade light gun games. Mad Dog McCree sees you flung back to the wild west in a search for a crazed gunman. There are Indians to battle, beautiful women to rescue and Mad Dog himself to tackle. Next up there's Space Pirates. A group of space colonists have been kidnapped by the evil Captain Talon. As the Star Ranger it's up to you to save them and make the glaxy a nice place to live.

Ever fancied yourself as a tough detective? Then Who Shot Johnny Rock could be right up your street. You're on the trail of a murderer and have to race through New York in the search for suspects. Watch out for gangsters, molls and loads of action.



Finally there's Gallagher's Gallery. This wacky shooting gallery is packed to the brim with alarm clocks, watermelons and other weird objects. Every once in a while Gallagher himself pops up to offer his unique brand of humour and tips on shooting.

All of the games are for the Mega CD and it will be possible to use the Menacer or a standard joypad for playing. Mad Dog McCree is out in America now and the others are due out later this year.

PLACE YOUR VOTES — NOW! SEGA FORCE NEWSVOTE

You can't call us 'out of touch'. We always want to hear what *you* think of crucial issues that affect your gamesplaying in some shape or form.

To increase your involvement with SEGA FORCE, we're giving you the chance to make your mark with the SEGA FORCE NEWSVOTE. We may ask a burning question like 'Is the price of the Mega-CD too high?' or 'Should Gutter Snipe be hung, drawn and quartered?' (only joking!).

Making your vote is easy — it's just a short phone call away. A call to the SEGA FORCE NEWSVOTE **costs a maximum of just 10p**, less than the cost of a stamp!

This ish, we're interested to know what you think about the Sega Master System. Folk keep running it down, but look at some of the great products that keep appearing. In fact, some MS games are even better than the the MD versions — *Prince Of Persia* was a far superior romp on the MS than it was on Mega-CD!

So, is the MS due for the knacker's yard? Phone the appropriate line below, wait for the message and your vote will have been registered. You don't have to say anything! So, the question is:

HAS THE MASTER SYSTEM HAD ITS DAY?
Answer

YES	**by phoning 0839 007 890**
NO	**by phoning 0839 007 894**

Of course, with the launch of SEGA MASTER FORCE next month (our all-new 100% Master System mag) we hope to gawd the answer is a resounding 'NO'. So we await the results with baited breath...

SEGA FORCE MAPVOTE

Here's your chance to choose what maps you'd like to see in the tips section of our new Mega Drive-only magazine, SEGA FORCE MEGA. Have a butcher's at the selection of games below and pick the one you'd like our man Paul to map.

Dial the number, listen to the message then replace the receiver and your vote will have been logged. These calls also cost a maximum of just 10p!

Vote for

EX-MUTANTS	**phone 0839 007 891**
WORLD OF ILLUSION	**phone 0839 007 892**
TINY TOONS	**phone 0839 007 893**

Calls cost less than 10p at freak rate!

'YOU'RE FINISHED, DRACULA!'

At the time of writing, (ie. five minutes to home time on a blazing hot Friday afternoon and we're told there ain't enough news!) our mates in sunny Liverpool, Psygnosis had finally finished their fist Mega-CD game, *Dracula*. They were *so* chuffed to bits that the team had survived the project in tact, they had a humungous party to celebrate the game's completion. Needless to say, when we phoned 'em up for a comment, we got the following: **Ade:** Hi guys, how d'ya feel about finishing your first Mega-CD game, *Dracula*? **Man from Psygnosis:**Hic, hic...splutter...grumble...hic. So, there you have it! You can bet your last dime that in the first issue of SEGA FORCE MEGA, we'll have yet more gripping gossip on this highly respected companies first Mega-CD game, *Dracula*. And, who know, after a couple or three Paracetomol, they *may* just fling their first Mega-CD game, *Dracula* to us for review. Stay tuned...

THE ULTIMATE GUIDE

For those software retailers out there who use SEGA FORCE as their source of industry information, you'll be interested to know that GAME GUIDE MONTHLY is now available to every retailer who buys, sells and part exchanges Sega software. The guide contains a comprehensive buyer's bible, so you're aware of how much to pay for second hand games and machines. It's invaluable if you want to avoid purchasing useless imports or duff consoles. It can also be used alongside Sega's rental package and offers alternative systems to the illegal renting out of console games. The guide is published on the second to last day of every month and costs just £25.

Subscriptions are available and if you want any more information contact Eddie Roberts or Chris Ratcliff on 061 248 8778

THE GOLDEN AXE TRIOLOGY

Talk about milking a game to death! *Golden Axe 3* is the latest game to feature that amorous Amazon and the bone-headed Barbarian! On *this* adventure, the Dwarf has been left at home and the two heroes have a couple of new mates, an Ogre and a slimy lizard man! Apparently an evil force has invaded the realm and yet again the ruling royals have gone down on bended knee and begged you to save them. This time around, you've got new magic and new enemies.

The graphics are supposed to be out of this world — they don't look that mind- blowing from the screenshots, but we'll have to wait until we get the game in before we make any comment. Lets just hope it's not as easy to complete as the first two adventures.

GET IT IN THE NECK!

Our friend at Manga Videos, Pandora (hailed as the Manga Queen!) has been pretty excited of late. Their latest thriller chiller, *Vampire Hunter D* stormed into the video charts at number two, selling more than *Lethal Weapon 3*.

It seems Manga's really taking off in a big way, we like to think *we* can take a bit of the credit for that with our Manga coverage in past issues. So, what do we know about *Vampire Hunter D*? Well, it was directed by Toyoo Ashida, the guy responsible for the epic *Fist of the North Star*. The for power *and* his next human wife.

The inhabitants are on their knees. The Count has scoured the city for a true love. He chooses a girl called Doris, (glamorous name, or what?!—Dep Ed) to be his bride. Help is at hand for poor Dot when a stranger riding a cyborg steed gallops onto the scene. He is Vampire Hunter D, the only person who can protect Doris from Count Lee's unholy bloodlust.

Lee unleashes a menagerie of bizarre monsters, including a bladed flying screamer, a spider spitter and an old witch



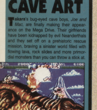
new video features maximum bloodlust and is brimming with monsters, supernatural demons and assassins.

The year is 12,090 AD. Mutant creatures lurk in the ruins of a decaying city, a nightmare environment controlled by Count Magnus Lee (sounds like he should be in *Emmerdale Farm!*—Dep Ed). He hungers who projects a psychic wolf attack. The final conflict comes at the marriage ceremony in the Count's castle: an epic battle between good and evil.

Vampire Hunter D is available now at all good video retail outlets. It's priced at £12.99, has a running time of approximately 90 minutes and is a 15 Certificate.

CAVE ART

Takara's bug-eyed cave boys, *Joe and Mac*, are finally making their appearance on the Mega Drive. Their girlfriends have been kidnapped by evil Neanderthals and they set off on a prehistoric rescue mission, braving a sinister world filled with flowing lava, rock slides and more primordial monsters than you can throw a stick at.



Joe and Mac has the same big graphics and two-player option of the arcade original. Climb on Mac's shoulders to reach high platforms or pick Joe up and toss him right in a beast's face. Grab energy-restoring fruit and reap the points when a particularly hideous dinosaur bites the dust. Get ready to butt heads big time as the boys fight hordes of monsters.

Another arcade conversion, *Art Of Fighting*, features a fast-paced adventure line with martial arts action. South Town is infested with the scum of the earth. Into this urban battle zone comes Ryo, braving the streets in order to rescue his sister.

Foes such as Todo, King, Jack and Lee each possess special attacks and skills that make the three-round fights a real struggle. Ryo has skills of his own and can taunt them, thus lowering their 'spirit' level. Between battles, he participates in bonus games designed to improve his abilities and increase strength.

Art Of Fighting uses cinematic techniques like cutaways and picture-in-picture. Graphics are big and nicely detailed and this is the first game to feature realistic stereo sound effects which echo from one side of the screen to the other. Fight hard, fast, furiously. In *Art Of Fighting*, there can only be one survivor.

Marshal Rosenthal







Cart Charts

Who's climbing? Who's falling? Who's top of the pile? Take a butcher's at our British charts then compare 'em with those from the States and the Land of the Rising Sun!

MEGA DRIVE

1	NE	SUPER KICK OFF
2	NE	ANOTHER WORLD
3	▼	PGA GOLF 2
4	NE	TINY TOONS
5	▼	ROAD RASH 2
6	▲	DESERT STRIKE
7	▼	LEMMINGS
8	▼	STREETS OF RAGE II
9	▼	EURO CLUB SOCCER
10	▲	WWF WRESTLEMANIA

It *had* to happen! You've been gaggin' to get ya mitts on MD *Super Kick Off* for months and now, it's in the net at Number One! Virgin's *Another World* zooms in at two and Konami's *Tiny Toons* is a new entry at number four. Shock of the month is *Streets Of Rage II* falling seven places from the Number One spot.

GAME GEAR

1	▲	SUPER KICK OFF
2	→	LEMMINGS
3	▼	SONIC 2
4	▲	TAZ-MANIA
5	▲	CHUCK ROCK
6	NE	GLOBAL GLADIATORS
7	▼	ALIEN 3
8	▼	STREETS OF RAGE
9	▼	SUPER OFF ROAD
10	NE	CHAKAN

US Gold have something to brag about. Not only is there ace footy sim top of the MD charts, the Game Gear version of *Super Kick Off* has risen five places from last month to take the Number One spot! *Global Gladiators* is a new entry at number six and poor *Chakan* teeters on the edge at number ten.

MASTER SYSTEM

1	NE	MICKEY MOUSE 2
2	▲	TAZ-MANIA
3	▼	LEMMINGS
4	▼	SONIC 2
5	▼	SPEEDBALL 2
6	→	TOM AND JERRY
7	→	TRANSBOT
8	▲	LEADERBOARD
9	▲	NINJA
10	▲	ASTERIX

Well, *we* thought it was a corker and you MS owners seem to think so, too. *Mickey Mouse 2* enters the charts at Number One, toppling poor old **Sonic** off his throne. From last month, the other games have moved either up or down a notch with *Tom and Jerry* and *Transbot* staying put.

EAST AND WEST CHART ATTACK!

Balls and puck occupy the Americans, as usual, but Ecco, Sonic and Mickey lighten the load.

1 PGA TOUR GOLF II	Electronic Arts	Sport
2 NHLPA HOCKEY '93	Electronic Arts	Sports
3 ECCO: THE DOLPHIN	Sega	Action
4 ROAD RASH 2	Electronic Arts	Racing
5 STREETS OF RAGE II	Sega	Beat-'em-up
6 JOHN MADDEN '93	Electronic Arts	Sport
7 SONIC 2	Sega	Platform
8 NBA CHALLENGE	Flying Edge	Sport
9 MONOPOLY	Parker Bros	Board game
10 WORLD OF ILLUSION	Sega	Platform

Those wacky Japanese love the jelly bean puzzler, Puyo Puyo, as much as theatrical violence.

1 PUYO PUYO	Sega	Puzzle
2 STREETS OF RAGE II	Sega	Platform
3 NINJA WARRIORS CD	Taito	Platform
4 SPLATTERHOUSE 3	Namco	Platform
5 ANNETTE AGAIN CD	Wolfteam	Platform
6 MAZIN SAGA	Sega	Platform
7 J-LEAGUE SOCCER	Game Arts	Sport
8 SONIC 2	Sega	Platform
9 WOLF AND WHITE DEER	Game Arts	War Sim
10 DREAM THIEF	Sega	Platform

Courtesy of BEEP! magazine.


NEW
MEGA
Join Buster Bunny in this hilarious, 33 stage search, through 7 wacky territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold..
Buster's Hidden Tr
TEENAGE MUTANT HERO
TURTLES
THE HYPERSTONE HEIST
The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone and miniaturized New York City. Can our heroes defeat him again?
preserve the rights of citizens freedom, de
and on-time pizza delivery!
KON
KONAMI, TELEVISION HOUSE, 269 FIELD END ROAD, EASTCOTE, MIDDLESEX HA4 9LS



TITLES
DRIVE
SUNSETRIDERS
Available soon!
It's Spaghetti -Western action all the way, in this wacky Wild West shoot 'em up.
On foot or on horseback, you'll have to be quick on the draw, as you challenge angry Indians, cattle rustlers and the meanest, smartest outlaws.
OFFICIAL SEGA SEAL OF QUALITY
Cin they
nocracy
SEGA AND MEGADRIVE ARE TRADEMARKS OF SEGA ENTERPRISES LTD. TINY TOON ADVENTURES, CHARACTERS, NAMES AND ALL RELATED INDICIA ARE TRADEMARKS OF WARNER BROS. ©1992. SUNSET RIDERS™ IS A TRADEMARK OF KONAMI. TEENAGE MUTANT HERO TURTLES® AND THE DISTINCTIVE LIKENESS THEREOF ARE REGISTERED TRADEMARKS AND COPYRIGHT 1991 BY MIRAGE STUDIOS. EXCLUSIVELY LICENSED BY SURGE LICENSING INC ©1993 KONAMI ALL RIGHTS RESERVED

IT'S A SEGA SU

Sega have lined up a string of summer releases for us lucky console owners, including a football RPG (sic), and a superhero called The Flash. PAUL 'Eager Beaver' WOODING couldn't wait to get his hands on the preview carts.

Previews!





The Flash MS

Based on the cult **DC** comic, **The Flash** is the latest in a long line of superheroes to be converted to the MS. In this platform adventure, you guide Flashy through the streets and parks of Central City as you battle The Trickster and The Trachmann's henchmen, who've been ordered to stop The Flash — for good!

Flash performs some flashy moves! He runs at Sonic-like speeds, making wall-climbing and water-walking a doddle. He can even transform into a whirlwind, which makes mince-meat of anything in its tracks. With the whole city on the side of The Trickster, your only chance of survival is to sharpen up these skills.

The Flash should be ready for review next month.

MS Golf

Golf sims are few and far between — so **Sega** are rectifying the problem with their latest club swinger, imaginatively titled *MS Golf*. It promises to be the best club 'n'



California Games 2 MS

The original *California Games* was a gem when it arrived on the **Sega** systems a few years ago. The trendy image of American beach life appealed to most console owners but the events look a bit dated compared with today's trends. Now **Sega** have the follow-up, complete with four dangerous and impressive sports.

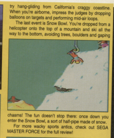
Skateboarding was featured in the first *Games* but here you skate down a full- and half-pipe track, performing ollies, handplants and all-new 360° loops. Then you've got bodyboarding — that's heading into three-storey waves, trying to perform crowd-impressing stunts like barrels, rolls and off-the-lip jumps.

If you still haven't satisfied your desire for danger, try hang-gliding from California's craggy coastline. When you're airborne, impress the judges by dropping balloons on targets and performing mid-air loops.

The last event is Snow Bowl. You're dropped from a helicopter onto the top of a mountain and ski all the way to the bottom, avoiding trees, boulders and gaping chasms! The fun doesn't stop there: once down you enter the Snow Bowl, a sort of half-pipe made of snow.

For more wacky sports antics, check out SEGA MASTER FORCE for the full review!









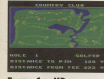


UMMER!

tee game on the MS to date. Judging by what we've seen, it could give a few MD games a run for their money.

All the usual golfing hazards are included — bunkers, water, sloping greens, wind etc — and it makes a welcome change to see good graphics on a golf game. Courses actually look like they've got turf on 'em, not green paint!

All the clubs are there, from the fattest wood to the slimmest iron (but then again, so are all the hazards!), and you can take part in various tournaments on different courses. Check out the all-new SEGA MASTER FORCE for a full review.



Tecmo Cup MD

We all know the Japanese can make a game out of anything and everything — they invented the Bar Code Battler, after all! — so it was only a matter of time before an RPG football game appeared.

As you'd expect, the story's well weird and involves a young boy, a burning ambition and a dream-team football club! Apparently, the boy (Robert) is destined to become a fantastic footballer (but then they said that of Mat as well).

When you start the game, suss out the squad's strengths and weaknesses and scout the opposition. All your players start off pretty naff, with the exception of



one or two with special moves and shots. These players can take you to glory so use them wisely!

In the game itself, you'll immediately recognise the RPG format. You control the ball until you're challenged by another player or decide to shoot or pass. Then you're presented with a choice of options, all of which depend on the player's skill, speed and particularly action points.

Tecmo Cup is a huge step away from traditional footie and should prove a favourite among RPG nutters. Look out for a full review soon.



GP Rider MS

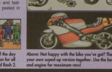
If you MS owners were wondering if you'd ever get a decent two-player motor bike game, the wait could be over. *GP Rider* is set to roar onto the 8-bit and give speed-freaks something to shout about!

You and a friend take control of a super-powered bike and race around up to 15 internationally-famous circuits, aiming to become World Champion and all-round good egg.

To win this elusive title, you've got to make the right decisions on *and* off the track. Gone are the days of simply keeping your finger on the accelerator and negotiating corners, now you've got to customise the bike to suit your driving style.

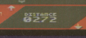
GP Rider boasts three playing modes and fast-paced two-player action. Keep your eyes peeled in MASTER FORCE for the full review!







Below: Customised fast bikes are the order of the day in GP Rider. There's plenty of split screen action for all those MS owners jealous of the cool MD Road Rash 2.



Above: Not happy with the bike you've got? Then bolt your own suped-up version together. Use the best tyres and engine for maximum revs!



WARPSPEED

Is this the game describing how fast Paul gets to work in the morning or Accolade's newer-than-new shoot-'em-up? The latter, we think. ADRIAN PITT has a blast.

If you're a slightly mature computer maniac, you may remember a game called *Elite*. Well, **Accolade**'s new blaster's in the same vein, with sprite rotation, scaling and first-person perspective from the cockpit of your GAS (Galactic Armed Services) spacecraft.

Warpspeed's set way, way, way into the future. Several galaxies have been colonised and the odd



Travel through deepest space in the forthcoming Warpspeed. There are plenty of aliens to blast!

black hole or ten has appeared. These dark and dismal voids are not all they seem. GAS have discovered they *are*, in fact, portals that allow space travellers to warp to undiscovered parts of the solar system. Sounds exciting, but the disadvantage is these portals allow aliens to travel directly to the new colonies. A-ha — birrova problem! You're called upon to save the worlds and blast the evil forces to kingdom come.

Where are you, Ade?

There are seven missions to warp through. The final campaign is made up of ten larger missions, selected at random. So every time you play, you face different fleets and space pirates.

It pays not to get lost in space! Each quadrant you visit is split into 64 sectors. You can have a butcher's at each using the long-range scanner.

When an alien craft comes into view, one of two things happens: a) it attempts to shoot the pooh-pooh outta ya, or b) It makes contact with you. Nine times out of ten, you won't be called upon for a cosy chat, but sometimes a friend zooms by to give you interesting pieces of info that *may* help during one of your missions.

Scoring points and bonuses is what it's all about. If you complete a mission, you rise through the ranks and may be awarded a better ship.

With its smart scaling, rotation, an array of missions, ships and aliens, *Warpspeed* is a classy shoot-'em-up. It's out on the Mega Drive from **Accolade** in July at £39.99. We'll have the full review soon.

ANDRÉ AGASSI TENNIS

PAUL 'New Balls' WOODING flashes his pot belly then prepares to hurdle the net. A few preparation matches on the MD and MS are advisable, Paz.

To coincide with Wimbledon fortnight, **TecMagik** are releasing their biggest game to date on both MD and MS. *André Agassi Tennis* promises to be the best tennis sim ever, boasting point-by-point speech, smooth, realistic animation and a host of user-friendly options.

André Agassi lets you take part in a singles/doubles tournament, exhibition or skins match. You don't have to be Agassi, either, you've free choice of a number of top tennis stars, including a few female players.

The exhibition and tournament are straightforward enough but the skins match is a new idea taken from golf. Instead of playing for points, you play for dosh. Every time you hit the ball, the prize money doubles; win the point and you win the cash.

The gameplay itself adds a whole new level of realism to console tennis. You can drive, lob, and volley with all three buttons on the joypad then combine them with D-pad movements for aftertouch and angled shots.

You can make the ball go anywhere on the court, at any height and any speed. Gone are the days when you hit and hope, *André Agassi Tennis* puts you in total control! There's even a ball-firing machine so you can perfect your serve returns.

We'll be first with the news and reviews when *Agassi* is officially released for both systems in June/July, so check out the new SEGA FORCE MEGA and SEGA MASTER FORCE next month!

PAUL



DOMARK INT. RUGBY

Scrumming down for a quick game, PAUL 'Leather Balls' WOODING gets a face full of mud.

Fed up with footie? Sick and tired of soccer? Brassed off with baseball?

If the answer to any of the above is 'yes', you may be interested to know that **Domark** are putting the finishing touches to *International Rugby* for the MD. Based around the Amiga version, it's the first rugby sim to grace the MD.

International Rugby looks a lot like *Super Kick Off*, both on and off the pitch. The players are big and colourful and the action flows smoothly. Sound FX are great and there's the usual crowd samples to give you that Twickenham atmosphere!

There are loads of options to tweak and twiddle and there's even a two-player facility so you and a mate can rip each other's ears off!

Domark's *International Rugby* is in the shops around August so look out for the review in SEGA FORCE MEGA.



POPULOUS 2

From somewhere amid a billowing robe and voluminous beard, PAUL 'Thou Shalt!' WOODING spakes forth unto the masses. His is the word, and the word is Virgin.

Ever fancied being a god? Now you can, with the help of **Virgin Games** and their latest sim *Populous 2*. You are a mortal son of Zeus who reckons there's a seat on Mount Olympus with your name on so it's time to prove you've got what it takes.

To do this, take control of a small race of humans and battle other prospective gods until you reach the final battle. You have a whole host of elemental hazards and helpers at your disposal. Volcanos, fire rain, hurricanes, whirlwinds, and plagues are just some of the disasters you create to see off contenders and claim your place on the mountain.

However, it's not as simple as it sounds. To create disasters, you must have sufficient manna. To gain manna, you have to be popular with your subjects so try building towns and cities, constructing roads and planting the odd forest here and there. No joke, all this can be done in the game and helps you build up that manna.

Populous 2 is on the shelves in September and it's one of the first games compatible with the new Sega Micro Trackball (what's that? —General public). It's one to watch out for if you like *Powermonger* or the first game 'cos it's from the same software team — **Bulldog**.

PAUL



ITEM	SIZE S	SIZE M	SIZE L	SIZE XL	PRICE EACH £	£ TOTAL
1 Sonic Ring					£10.99	
2 Half Face					£10.99	
3 Sonic Spin					£10.99	
4 Think Fast					£10.99	
5 Chequers					£14.99	
6 Sonic Machinery					£14.99	
Please add £1.00 per item, postage and packing for UK or add £2.50 per item for posting & packing for rest of Europe						
					TOTAL	













Win! Win!

YOU'RE BOOKED SONIC!

Win well wicked Sonic the Hedgehog adventure gamebooks and the ultimate guide to our spiky blue buddy in this corking competition, courtesy of FANTAIL and SEGA FORCE

You've played the games, bought the T-shirts, now read the books! Mr **Sonic T Hedgehog** has been immortalised in print, thanks to those clever peeps at **Fantail Books**. Everything you ever wanted to know about Sonic but were afraid to ask is available to game-freaks everywhere in a smart new book called *Stay Sonic*.

Discover how Sonic came to be in his own games, meet the brains behind the games, learn how the zones came about, the lowdown on that evil cretin, Robotnik, and exactly what makes Tails tick! There's an interview with the dude himself, comments from big names in the music biz and loads of hints and tips on *Sonic 2* for the Master System and Mega Drive.

Stay Sonic is in the shops now! It's written by **Mike Pattenden** and published by **Fantail Books** at £4.99.

Adventure time!

Check this out! **Fantail** are *also* publishing two Sonic adventure gamebooks, *Zone Rangers* and *Metal City Mayhem*.

These are different to normal books 'cos they allow you to take part in Sonic and Tails' adventures. *You* make the decisions. *You* decide how the dynamic duo solve puzzles, collect rings, defeat enemies and thwart Doc Robotnik's plans. Their lives are in your hands!

These books are ace. We've been playing *Zone Rangers* for weeks — we can't put it down!

Metal City Mayhem and *Zone Rangers* are both available from 3 June. Written by **James Wallis**, they're £3.99 each.

Stay tuned...

The good news is we're giving copies of *Stay Sonic, Zone Rangers* and *Metal City Mayhem* to five lucky SEGA FORCE readers! Staying with the *Zone Rangers* theme, we want you to **invent a name for a Zone** you'd like to see in a future Sonic game.

It can be descriptive, humorous, as witty or surreal as you like. The five that impress us the most, or make us giggle, scoop the books!

Complete the following phrase: **MY NAME FOR A NEW SONIC ZONE IS...** Write it on a postcard or the back of a sealed-down envelope and send it to: **I'M A SONIC BOOKWORM, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.** Your entry should arrive no later than **1 July, 1993.** Good luck!




WIN
SEGA
Nintendo
WIN
EVERY MONTH
SUPER NINTENDO + SUPER MARIO KART
0891 33 29 60
SEGA MEGADRIVE + ROAD RASH 2
0891 33 29 61
GAMEBOY + HANDYBOY + TETRIS
0891 33 29 62
GAMEGEAR + CHUCK ROCK
0891 33 29 63
MEGA CD
NOT JUST 1 MEGA CD...BUT 2
MEGA CD
0891 33 29 64
0891 33 29 65
WIN THE TOP 5 SEGA GAMES FOR YOUR MEGADRIVE, MASTER SYSTEM OR GAMEGEAR 0891 33 29 66
WIN THE TOP 5 NINTENDO GAMES FOR Y OUR SUPER NES, NES OR GAMEBOY 0891 33 29 67
WIN SUPER MARIO KART and LETHAL WEAPON 0891 33 29 68
WIN ECCO THE DOLPHIN and ALIEN 3 0891 33 29 69
WIN £200 WORTH OF GAMES OF YOUR CHOICE 0891 33 29 70
WIN ACTION CHAIR WITH BUILT-IN CONTROLS FOR YOUR MEGA DRIVE OR MASTER SYSTEM 0891 33 29 71
Call charges: Calls are charged at 36p per min cheap rate and 48p per min all other times.
Maximum call cost £2.40, maximum call length 5 mins. Multiple choice competition.
Make sure you ask your parents permission before you call.
THE NEXT DIMENSION, P.O. BOX 2137, COLCHESTER CO4 5ER
Nintendo, Gameboy, Super Nintendo, Sega, Sega Game Gear, Sega Megadrive, Mega CD are all registered trademarks of their respective companies.
MAIL ORDER
OFFICIAL NINTENDO & SEGA GAMES
Games & Consoles
We supply all major games consoles and cartridges. For more details and pricing on our full range, just call us.
PHONE: 0206 853528
MON-FRI 5pm - 10pm
SAT-SUN 9am - 9pm
SEGA Games
R.R.P OFFER
ROAD RASH 2 MD £39.99 £35.39
ROLO TO THE RESCUE MD £39.99 £35.39
PGA TOUR GOLF 2 MD £39.99 £35.39
MEGA-LO-MANIA MD £39.99 £35.39
CHAMPIONSHIP PRO-AM MD £39.99 £35.39
PITFIGHTER MS £29.99 £26.54
MICKEY MOUSE MS £29.99 £26.54
TAZ MANIA MS £29.99 £27.56
LEMMINGS MS £29.99 £26.54
PACMANIA MS £34.99 £30.97
SONIC 2 GG £27.99 £24.77
STREETS OF RAGE GG £24.99 £22.12
ALIEN 3 GG £27.99 £24.77
SUPER KICK OFF GG £29.99 £26.54
SUPER SPACE INVADERS GG £27.99 £24.77
NINTENDO Games
R.R.P OFFER
SUPER MARIO KART SNES £49.99 £44.55
STARFOX SNES £64.99 £59.26
TINY TOONS SNES £54.99 £50.14
PRINCE OF PERSIA SNES £49.99 £45.58
SIM CITY SNES £39.99 £36.95
MICRO MACHINES NES £29.99 £27.26
MEGA MAN NES £34.99 £31.35
HYPER SOCCER NES £34.99 £31.81
SUPER MARIO 3 NES £39.99 £35.83
ADDAMS FAMILY NES £29.99 £27.26
SUPER MARIO LAND 2 GB £29.99 £26.73
STAR WARS GB £30.99 £28.26
ALIEN 3 GB £24.99 £22.85
LOONEY TOONS GB £29.99 £27.42
SPEEDBALL 2 GB £25.99 £23.70
DON'T FORGET TO CALL THE PRIZE LINES!!!
COMPETITION CLOSES 30TH JUNE 1993
EASY TO ORDER, FAST TO DELIVER
Send this coupon to:
The Next Dimension
P.O. BOX 2137, Colchester CO4 5ER
Name
Address
Postcode
Phone
ITEM FORMAT PRICE
FREE PRIZE DRAW ENTRY WITH EVERY ITEM ORDERED
Postage, please add £1.50 per item or £3 for 3 items
Cheques payable to: THE NEXT DIMENSION

FULL FO

Probably the best reviewing system in the world!

What's the most important thing in a games mag? Reviews, right? Which is why SEGA FORCE give plenty of space to each of them, a minimum of a page up to a boggling four-page mega-review. Each cart's played and commented on by at least two seasoned gamers. The team you can trust.

Keep your eyes peeled for the overall Force rating. All ratings are important but this takes all factors into consideration. Here's a guide to Force percentages.

1-25
It's a no-no! A game in the lowest rank is a duffer, a loser, a pile of... er, old codswallop!

26-35
A waste of money for most gamers. If you like the subject matter, try playing it at a shop, don't dive in with your wallet.

36-49
Not awful but below par. From this range on, the cart has certain redeeming features. If it's cheap or interests you, it's worth trying.

50-59
About average. Has a major fault or two but enough graphics and gameplay to tempt.

60-70
Not a star product but good all round. Gameplay and lastability are likely weaknesses. Try before you buy, if possible.

71-89
Gets our seal of approval. Unless it's a game style you don't normally enjoy, it's worth saving up for. Satisfying gameplay.

SEGA FORCE SMASH! SEGA FORCE SMASH!

90-99
A SEGA FORCE Smash! A top quality cart which you should at least hire out, if not buy.

For a snappy verdict, look at the top of reviewers' boxes. Their expression — happy, sad or okay — and quick comment give a rough idea.

The SEGA FORCE sumo! The fat chap prances around near the ratings box. If he's happy, like on the left, you'll know about it, but if the cart's duff, he looks mean and moody.

SF rating

99 PRESENTATION
● Loads of user-friendly options? Player options and passwords are important

99 VISUALS
● Are sprites detailed and original? Smooth scrolling, realistic animation?

99 SONICS
● Toe-tapping tunes and sharp FX, or puny bleeps and burps? Any samples?

99 PLAYABILITY
● Easy to get into? Good to control? Instant fun or immediate turn-off?

99 LASTABILITY
● Play for moments or millenia? Months of endless fun, or completed in half an hour?

99 FORCE
● The whole story! For the full lowdown, check out the Force marks above

HARDBALL III
32 There have been a truck-load of baseball games on the Mega Drive lately. What makes Hardball III a heavy-hitter? Is it worth buying? We check out Accolade's latest sports offering and slide home with a full review.

THE FLINTSTONES
26 There's prehistoric fun and stone-age capers in the MD game of the hit animated TV show.

ADE
If you wanna know whether a platform game hits the mark, Ade's the man to ask. He also likes puzzlers and arcade adventures. He's not a great fan of RPGs.

MAT
Mat's a film buff, so if it's a good film tie-in you're after, look out for Mat's comments. He enjoys a good beat-'em-up and is an expert shoot-'em-up freak.

PAUL
Our man Paul's a sporting nut. Football games are his favourite. He's a West Bromwich Albion fan! He likes racing games, too and adores a good hack-'em-up!



LAND OF ILLUSION

38 Mickey's first Master System game, *Castle Of Illusion*, was wonderful. Is this devious adventure just as playable? Take a guess...

SUPERMAN

36 Clark Kent's merrily-costumed alter ego is alive and kicking. He's also on both MS and GG.

WARREN

Warren's a collector of comics, so any game that has a comic feel to it, Woz is the man in the know! Ask him about any shoot-'em-up and he'll waffle on for ages!

ORCE CONTROL

- Take a look at this likkle box and we'll let you know if the D-button's responsive or not and how well the characters move onscreen.
- This is the MS/GG Force Control box. If you wanna know what button [1] does during the game, have a gander here.
- If button [2] serves any useful purpose, we'll give ya the lowdown. Keep your eyes open for the [A], [B], [C] Mega Drive boxes, too.

Things are going missing in sunny Bedrock. Wilma's necklace, Barney's fishing hook, Betty's favourite ribbon. Can Fred save the day? That's up to you! Put an end to the Flintstones' moans and the Rubbles troubles in this cartoon caper. 'Yabba-dabba-do' or 'Yabba-dabba-pooh?' Read on...







They're the modern Stone Age family! Fred Flintstone and his folks have finally arrived on the Mega Drive in their first 4 Meg adventure. Yabba-Dabba-Do™!

THE FL

Way back in the mists of time (Issue 3), an abysmal MS adventure rolled into the office. It was called *The Flintstones*. It did for their credibility what Paul Daniels did for toupé sales (ie, absolute zilcho!). Thankfully, the Mega Drive version's a completely different kettle of brontosaurus eggs. (Sigh of relief from Flintstones fans everywhere.)

So what's going down in Bedrock? There's a prehistoric pain on the loose. Someone or *something* is stealing objects from the Flintstone and Rubble households. Some are useful — Wilma's salt shaker, for example — others are of sentimental value, such as Betty's pretty hair ribbon.

As Miss Marple's a trillion light years from creation (that's probably *not* altogether correct!), it's up to the main man himself, Fred Flintstone, to find the objects and solve the crime.

As Fred, traverse many scrolling levels. Use that Stone Age stamina of yours to knock spots off flora and fauna that get in your way, and hopefully retrieve the prized possession at the end of each stage.

Hubble, bubble...

First select the difficulty level. Take note, on Easy mode you're not allowed beyond Stage 4. Select Normal to dive in head first!

Stage 1 is Leaf Rock, a leafy suburb of Fred's home town. Make way for an intermission scene as Wilma explains your first task. Her necklace and the salt shaker have gone walkabout. Brontoburgers for tea if you find 'em! Enough to make anyone drool.

The Flintstones is a scrolling platform adventure, with plenty of beat-'em-up action to boot. Armed with your trusty club, climb onto rooftops, leap huge ravines and race over hill and dale, whacking the living daylights out of pterodactyls, boars, alligators and sharks.

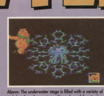
Of course, contact with these mean muthas depletes life force. You start with four energy hearts. If all four are zapped, a life's lost. Blow all five lives and you'll find ya tea inside Dino when you get home!

Each stage is split into three, sometimes four sub-sections. Pass a marker post and you return to it when a life's lost. Hopefully you'll get further than the first stage, but you'll have to get past the end-of-level guardian first.

...Toil and Rubble!

Stage 1's nasty bast is an iguana on a food mixer (certainly original! —Dep Ed). Bash his bonce hard enough and out comes the white hanky — along with Wilma's whatnots! Task one completed!

Now it's Barney's turn for a moan and groan. He's lost his lucky fishing hook. He's hasn't had a catch for



Above: The underwater stage is filled with a variety of weird and wacky creatures. Stear clear of the stinging jellyfish then hit him to light up the creepy cave.



On the train stage, stay clear of the rear carriage. The cars detach themselves every once in a while and you need to be on the front section of the train at all times.

Mat grins... 'A PREHISTORIC PUZZLER'

Before *The Simpsons* became THE cartoon to watch, there was *The Flintstones*. It mixed parodies of modern life with Stone Age wit and wonder and was extremely popular. Kids loved it and so did their parents.

Now, well into the Console Age, Sega have released the MD game. And what a corker it is! All the characters are here and they look brilliant. There's Fred with his five o'clock shadow, Wilma and her ridiculous hairstyle, and the sexiest cartoon character ever... Betty Rubble. Cor!

The gameplay's great; all platformer players will warm to it. The basic idea isn't original (long levels, hidden bonus items, end-of-level guardians) but it's all done with a great tongue-in-cheek sense of humour.

The programmers have packed in loads of features and the challenge is just right. It ain't easy! Worth buying.

MAT 90%

Left: Nothing's quite what it seems in The strange world of the Flintstones! What else do you expect to be pulling a large wooden train than a large, wacky dinosaur? Don't panic 'cos this isn't an end-of-level guardian. Wait till the train stops and hop off to face the terrifying prehistoric bird boss. Other nasties on this level include leaping lizards, bumbling bees and low-slung ceilings. Will you survive?

Paul booms... *'VERY SNAZZY'*

Flintstones, meet The Flintstones, they're a modern Stone Age family; go on, play this cartridge, it's a very snazzy game indeed! The Flintstones grace the MD and, quite frankly, I'm impressed. It's packed with bad guys and even the cutest sprites don't think twice about killing you.

Visuals are brilliant. The characters look just like the Hanna-Barbera originals and backdrops are clear and imaginative. Fred has some cool methods of transport, including a shark, bubble, pterodactyl and of course, his trusty stone-wheeled car.

The Flintstones is really entertaining and with three skill levels, it's easy or challenging as you want. The only drawback is you can't complete it on Easy, a bit of a let-down if you're not quite ready for the harder settings.

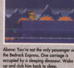
The Flintstones is a damn fine cart. The graphics are innovative, controls are easily mastered and gameplay's addictive.

Wait a minute, who's locked me out?! *WIL-MAAAAA!!*

PAUL 89%

NTSTONES





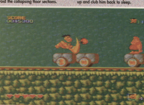
Above: The volcanos are very active in this level. Dodge the falling lava and crashing thunderbolts. You need fast reflexes to avoid the collapsing floor sections.

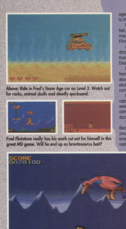
Above: You're not the only passenger on the Bedrock Express. One carriage is occupied by a sleeping dinosaur. Wake him up and club him back to sleep.

Right: The underground caverns are no place for Fred Flintstone to be. Ride the rocky mine cars to reach the end in one piece. Watch out for vicious cavemen.



Left: Fred's car is a foot-powered, Stone Age mobile used for nippy transportation. Drive through the desert level, collecting goodies and staying alive.





Above: Ride in Fred's Stone Age car on Level 3. Watch out for rocks, animal skulls and deadly quicksand.

Fred Flintstone really has his work cut out for himself in this great MD game. Will he end up as brontosaurus bait?

ages and Betty and Bam-Bam are going hungry. Freddy to the rescue!

Stage 2's set underwater. Mutant crabs, electric jellyfish, piranhas and octopuses kitted-out with wind machines to blow unsuspecting members of the Flintstone clan onto spikes... this level has 'em all!

After a wee tête-à-tête with a ground-pounding dinosaur and a quick look behind a bush for Barney's trusty hook, it's back onto *very* dry land for a trip to Desert Drive.

Pebbles has escaped from her play-pen. Wilma's frantic and, of course, it's all Fred's fault. Time to climb aboard the Flintstone-powered automobile. Cacti, animal skulls and chasms have to be negotiated before Pebbles comes crawling back to Pa-pa.

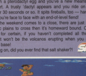
Better be quick! There's a train to Boulder City to catch. Betty's ribbon lies at the end of the line. Yet more weird and wonderful creatures to bash, plus carriages to climb, signal posts to dodge, oh, and make sure you duck when you see a tunnel come into view!

This little lot's one helluva struggle. Fortunately, a Bedrock litter lout has left an array of power-ups to keep your strength up. Grab a heart and you can hold more energy. Munch on an apple and one of your hearts is restored. Collect a star and an extra continue's yours.

Bash a pterodactyl egg and you've a new means of transport. A trusty 'dactyl appears and you ride on its back for 30 seconds or so. It spits fireballs, too — handy when you're face to face with an end-of-level fiend!

As the weekend comes to a close, there are just the volcanic plains to cross then it's homeward bound. One thing's for certain, if you haven't completed all those tasks, it won't be the volcanos erupting when you get back to base!

Hang on, did you ever find that salt shaker?!





Left: Reach the end of the Bedrock Express and face the third guardian. use the two catapults to launch boulders onto the air. They cause massive damage to the feathery fiend. Watch out for its razor sharp claws.

Below: The Bedrock Express is one train journey you won't want to take! Travel over the train cars and use the carriages as cover. Hungry dinosaurs pop up from nowhere and the caves are a bit low.



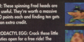
STONE AGE STUFF

APPLE: If Fred is hit by a creature, he loses energy. Collect apples to increase your vitality by one heart. Also worth 200 points.

HEART: Adds another hit point to your energy bar. Once it's in place, collect apples to fill it up. Collect up to six and they're worth 100 points each.

STAR: These spinning Fred heads are very useful. They're worth a massive 1000 points each and finding ten gets you an extra credit.

PTERODACTYL EGG: Crack these little beauties open for a free ride! The flying dinosaur is useful in a scrap and comes armed with fiery breath.



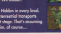
POWER-UP: Found in the red balloons scattered throughout each level. The power-up gives Fred extra energy when he needs it most.

SIGN POST: There are three of these in each stage. Once Fred reaches the marker, it records his position and acts as the restart ponit should he die.

LUCKY STAR: Not just the title of a naff Madonna record! Worth 200 points each. Collect 50 and Fred receives a special bonus.

WILMA: Your wonderful wife is also here to help you. Find the Wilma icon and become invincible for a short period of time. Wil-*maaa*!!

GREEN ALIEN: Hidden in every level. This tiny extra terrestrial transports you to the next stage. That's assuming you can find him, of course...



Ade hollers... *'SEGA HAVE CAPTURED THE CARTOON FEEL'*

I was here when the Master System game appeared. Don't be put off, that wasn't produced by Sega. This is — and it's brilliant! They've captured the cartoon feel to the fullest. This is only a 4 Meg cart but the programmers have crammed in a huge game.

Presentation's fine, with three difficulty settings and the chance to bump up your lives on the options screen. The intermission scenes before each stage are great, featuring all of The Flintstones.

Fred's animation isn't the best I've seen but he's easy to control once you've mastered his climbing technique. Some of the later levels are graphically superb. The underwater section and railroad are really smart. All visuals ooze colour, backdrops are well nifty and scrolling's fine.

As for sound, there's a mediocre rendition of the Flintstones theme on the title screen but in-game tunes suits each level. Funny thing is, there's no 'Yabba-dabba-do' sound sample. Shame, really.

On the difficulty scale, *The Flintstones* is medium to hard. If you're a platform fiend, play in Normal or Difficult mode, there are more monsters to confront and end-of-level big guys are harder to oust.

A great recreation of the cartoon series. As I'm a platform fanatic, this gets the Pitt recommendation.

ADE 85%



BOSS 1: This wacky creature rides a giant whisk. Whack him when he pops up.

BOSS 2: An underwater creature who blows whirlwinds at Fred. Smash shells into its body.

BOSS 3: The giant prehistoric bird fires lethal feathers. Use rock catapults to bring him down.

BOSS 4: He's mean, moody and fast! Dodge his fiery breath and hit him from behind.

BOSS 5: The old witch chucks fireballs and lightning at poor Fred. Watch for the gargoyles.

Left: The final challenge. The hideous old witch has turned a bunch of friendly pterodactyls into stone gargoyles. Whack the nasty hag, set the animals free and watch the end sequence!

Above: One of the trickiest levels in the game. Ride the rock raft but get ready to leap when a ledge appears.

Above: The second boss creature can be tricky. Wait for the shells to fall from above and whack them into the dinosaur. Beware of the speedy whirlwinds, too.

Above: Fred hops on a pterodactyl for a ride to the top of the waterfall. Keep pressing the jump button when in the air to flap the bird's wings and glide to safety.

One of the most important things to master are the leaps — they're vital in later levels when it comes to getting Fred out of scrapes. Press up on the joypad and jump to grab hold of a handy ledge. Keep holding up until Fred has pulled himself safely onto the right platform. Once you figure this out, you'll have no trouble later in the game.

SF Rating

82 PRESENTATION
● Demo, three difficulty levels, chance to change number of lives and attack method.

86 VISUALS
● Great cartoon graphics, loads of colour. All characters are faithfully represented

83 SONICS
● Okay rendition of the Flintstones theme. Good tracks for each stage, fair sound FX

87 PLAYABILITY
● Break yourself in gently on Easy mode. Fred isn't too difficult to control

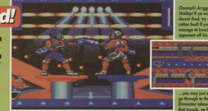
86 LASTABILITY
● Later levels are quite tricky. Six continues help you master most stages

87 FORCE
● A great MD platform game. Slick graphics and playability.

● PRODUCER: SEGA
● MD: JUNE
● PLAYERS: 1 ● PRICE: £39.99



The SEGA FORCE crew have been shaping up for their encounter with the Gladiators. They've been on the Rosemary Connelly Hip 'n' Thigh diet for weeks! Now they're set to stand on podiums bashing the life outta each other with huge cottonbuds! Hunks or what? Don't answer that!



Ooomph! Arrgggh! Wallop! If ya wanna decent thud, try a giant cotton bud! If you manage to knock your opponent off his perch…

…you may just survive to go through to the Eliminator (above). Pump that muscle, ya hear?!

AMERICAN G











Here they are! Big and beefy, dripping in baby oil! The game's a recreation of the American TV show but you'll recognise the events from the British show. Have you got what it takes to defeat the Gladiators?

The hardest event of them all, The Wall. Climb to the top using the wooden blocks and keep an eye out for the Gladiator who creeps up.

If it's a toss up between *Noel's House Party* and *The Gladiators* on Saturday night TV, most people plump for Mr Edmonds. Even so, the big and beefy British heroes are incredibly popular. Their American counterparts, however, have got one up on them, 'cos they star in their very own console game.

You compete against the likes of Ice, Lace, Gemini, Thunder and Nitro in six gut-wrenching, gumshield-chomping events. Choose to play in the Tournament or take part in the Head-To-Head. In Tournament mode, you enter a league with a maximum of seven other players; in the latter, battle it out against a mate in an edge-of-the-seat showdown!

When all names are present and correct, fling yourself into the first event — The Assault. A Gladiator stands at the far side of the arena, firing missiles from a cannon. Race to each of your *own* cannons, pick up the firing device, position the sight and lob a missile at a target above the Gladiator's head. Either that or find the exit without being blasted and you win the event.

Joust a minute...

Face to face with a Gladiator on a massive podium with a blow-up cotton bud, that's the scenario for The Joust. In just 60 seconds, you have to drain your opponent's energy with a series of well-executed body blows, jabs etc.

Event three is possibly the trickiest. Using your skill and prowess, you must scale a huge wall using wooden blocks as hand and footholds. After a head start, one of the Gladiators creeps up behind you and tries to drag you down. Reach the summit in the time limit before the 'Gladdy' grabs ya.

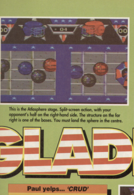
You'll have a ball in event four: The Atlasphere. Encased in a large metal sphere, the knack is to land the ball directly in the centre of the bases on the arena floor. If you're successful, a cloud of smoke appears. You score a point for each base conquered.

However, opponents attempt to knock you off course and keep you away from the centre of the bases. There's a time limit, too. A lot of nifty fingerwork's called for — the Atlasphere's not the easiest of contraptions to control. Yet another test of endurance on the Powerball pitch. The arena has two containers full of balls and a series of bases dotted here and there. Grab a ball from the top container and race to fling it in one of the bases.

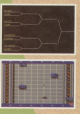
The bug bear here is the Gladiators attempt the odd rugby tackle to prevent you scoring. And if you take a ball from the top container, you can't use that container again until you've grabbed a ball from t'other.

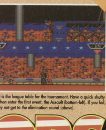
The Eliminator ensures the survival of the fittest. It's a high-tech mini-assault course, basically. Negotiate a sheer slope on a Travelator, use those biceps of yours to wheel yourself across a huge gap via a pulley system, dodge huge pillow-like buffers, scale climbing frames, take a ride on a death slide, bash into hurdles and do battle with a Gladiator before you reach the finishing line. Split-screen action here as your opponent attempts to show you up in front of a capacity crowd.

Now's your chance to prove yourself. sf



This is the Atlasphere stage. Split-screen action, with your opponent's half on the right-hand side. The structure on the far right is one of the bases. You must land the sphere in the centre.

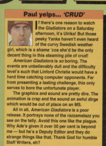




Top-left is the league table for the tournament. Have a quick shufty at this then enter the first event, the Assault (bottom-left). If you fail, you may not get to the elimination round (above).

GLADIATORS

Paul yelps... 'CRUD'



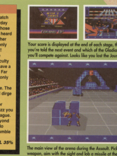
If there's one reason to watch the Gladiators on a Saturday afternoon, it's Ulrika! But those pesky Yanks haven't even heard of the curvy Swedish weather girl, which is a shame 'cos she'd be the only decent thing in this steaming pile of crud!

American Gladiators is *so* boring. The events are unbelievably dull and the difficulty level's such that Linford Christie would have a hard time catching computer opponents. Far from presenting a lasting challenge, this only serves to bore the unfortunate player.

The graphics and sound are pretty dire. The animation is crap and the sound an awful dirge which would be out of place on an MS.

All in all, *American Gladiators* is a poor release. It portrays none of the razzamatazz you see on the telly. Avoid this one like the plague. Why Ade's given it over 50 per cent is beyond me — but he's a Deputy Editor and they do strange things like that. Thank God for humble Staff Writers, eh?

PAUL 35%



Your score is displayed at the end of each stage, then you're told the next event and which of the Gladiators you'll compete against. Looks like you lost the Joust!

The main view of the arena during the Assault. Pick up the weapon, aim with the sight and lob a missile at the target.



Ade wibbles... 'THE GAMEPLAY'S FAIRLY POOR'

I'm never very impressed with games based on films or TV shows; the end product tends to be weak. I always feel a bit sorry for the programmers because they've a task-and-a-half on their hands recreating the action/atmosphere of the original.

Unfortunately, *American Gladiators* lived up to my expectations. It's fairly poor. It's not the graphics that are at fault, just the gameplay. There's no sense of excitement, action, speed etc. No atmosphere, no cheering crowds etc.

The controls on many of the events are tricky to master. The Joust and The Wall had me flinging the joypad across the desk in frustration. I *had* thought the controls were unresponsive, but I found one event in particular, Powerball, requires the use of diagonals to pick up a ball. Hard to be nimble-fingered if you're in a hurry.

Sound is poor, with a grating main theme throughout and the odd spot FX. I reckon it will do well because the Gladiators themselves are a major selling point. I'd save your pennies.

ADE 58%

SF Rating

52 PRESENTATION
• Head-To-Head and Tournament options. Up to eight players can compete, demo

65 VISUALS
• Not a disaster. Nice characters on jousting section. Poor animation

46 SONICS
• There's one main tune, which gets on your nerves. A few spot FX

48 PLAYABILITY
• Once you master the controls, you're all right. Some events are frustrating

45 LASTABILITY
• The six events get boring. Head-To-Head mode's not bad

47 FORCE
• If you're a fan of the TV show, you may find this fun for a while. Others, steer clear

• PRODUCER: GAMETEK
• MD: TBA
• PLAYERS: 1-8 • PRICE: £39.99

Warm on the heels of RBI Baseball 4 comes Accolade's latest HardBall. Loads of options, loads of speech... and loads of fun? Mount the mound and a take a look.



If you've ever fancied your chances against a professional baseball team, this could be the sports game for you. *HardBall III* features actual American league teams and realistic action. The commentary is provided by great speech from sports personality Al Michaels. Get ready 'cos it's batter up!

HARDB

Accolade's long-running series of baseball sims continues with their latest and possibly greatest game. *HardBall III* aims to capture every element of baseball, from devious fielding strategies to a running commentary. It's all done in typically over-the-top American style — great!

When you begin you're presented with a wealth of options. There's a comprehensive league and team editor, so if you want to call yourselves the Sega Forcers and have messrs Pitt, Wooding, Yeo and Lapworth play for you, go ahead.

Once you've made cosmetic changes, decide which game you fancy. If it's your first time, we recommend batting practice so you can get into the swing of things (that joke had to get in somewhere, didn't it?!). Hitting the ball's probably the most difficult aspect of *HardBall*. Once mastered, try your hand at a pre-season exhibition game or enter a full league.

Menu, sir?

So you're through the options and on the field. Depending on how you fare in the toss, you bat or pitch.

When you stand in the batter's box, you're presented with a box of options. Most of the game's controlled using menus — you've got to know your bunts from your swings or you'll be all over the place!

Once you've selected your play, choose your stance. This affects the height and speed of the ball so take a look at the field and see if you can spot a gap between fielders. Use the joypad to swing your bat and make contact with the ball then run like your backside's on fire!

You've learnt how to hit the ball, now learn how to throw it. Fastballs, curveballs and slowballs are just a few of the throws you can access, along with various fielding layouts and other baffling options.

Apart from the usual home runs and the like, there are touches too numerous to mention. *HardBall III* has all every baseball game has and more.

Before each play, the computer displays the pitcher and batter's stats.

Improve your skill with a long piece of wood in the Batting Practice.

You need fast reflexes and a keen eye to hit fastballs and curveballs.

Mat moans... 'TOO SLOW BY HALF'

Oh God! I wish that bloody pitcher would hurry up — I've grown a beard and paid a mortgage, waiting for him to chuck that ball! Okay, I'm going over the top, but you *do* have to wait ages for anything to happen in *HardBall*.

The graphics are very good, featuring pictures of all the key players and well laid out, uncomplicated screens. The sound's great, too, with good crowd noises and amazing commentary by big Al Michaels (who he?), but they don't make up for the stop-start gameplay.

I'm not the world's biggest American sports fan but I found *RBI Baseball 4* a laugh (until Paz thrashed me) and thought *HardBall III* would be better. Sadly, I was wrong.

HardBall III's a definite 'try before you buy'. You might like it, you might not — just don't expect fast-paced action! **MAT 62%**

Left: The team selection screen allows you to choose a team from any of the real teams currently playing in American leagues. Pick your favourite and play to win.

Above: The shot from above the pitch is seen when pitchers throw to each other and to show the opposing team running to the next base.

Left: Keep an eye on the box in the top right-hand corner. Players try to steal bases by sneaking forward. Very crafty!



If the ball's hit directly out from the batter's position, use the pitcher's fielding skills to catch him out quickly.

FORCE CONTROL

- **+** Selects the type of swing used when batting. Makes your player run to the next base. Also used to highlight and select certain options.
- **A** Not used during the game for any function. Hold down all three buttons at the title screen to display the main menu.
- **B** Selects a highlighted menu item. Causes the batter to swing. Pitches when you're on the mound and throws when fielding.
- **C** Cancels a selection and returns you to the menu screen. Calls a Time Out and brings up the Scoreboard/Line-up screen.

Left: Three strikes and you're out! It's a good idea to miss the first two hits then swing for the third; by that time you should've figured out how fast the pitch is. The direction of the ball is tricky to suss out once it's been hit but don't worry about it too much. You should be running to the next base. If you're caught trying to steal a base, the pitcher may throw to the base you're on and catch you out. So many alternatives...

Use the team stats to display various information such as the position of fielders and their catching history.

Above: When setting up an exhibition game, edit the team so that you utilise the team's strongest batters and pitchers.

Paul says... 'TOO INVOLVED'

Yet another MD baseball game, except this time it looks and sounds half-decent! When you start playing *HardBall III* you think you're onto a winner — but then it dawns on you that virtually the whole game's menu-driven. This reduces playability dramatically and made me long for the less accurate but more enjoyable alternatives.

Sounds a bit harsh? If you like your sport slow and well thought-out, yes, this would probably be an invaluable addition to your collection, but you'd have to be a chess freak to find the pace satisfactory!

HardBall III has loads of uppers and loads of downers; think carefully before shelling out. It's the most involved version of the sport to come to the Mega Drive and boasts good visuals and excellent speech, but it's lost a large chunk of playability in the conversion process.

PAUL 64%

SF Rating

85 PRESENTATION
- Loads and loads of options to tailor your game. One or two players

75 VISUALS
- Good graphics throughout. Well laid out league and options screens

78 SONICS
- Great crowd noises and brilliant running commentary on each play

55 PLAYABILITY
- If you're after fast-paced fun, forget it, this is a tactical sim and thus quite boring

62 LASTABILITY
- Enough variations to keep you playing forever, heaven knows why you'd want to!

63 FORCE
- If it's an in-depth sports sim you're after, you can't go wrong, otherwise...

- PRODUCER: ACCOLADE
- MD: OUT NOW
- PLAYERS: 1-2 • PRICE: £39.99

MEGA DRIVE md Review

MIG 29

It's been around for a while on computers with strange names like 'Amiga' and 'IBM PC'. But now MiG-29 makes a nifty little landing in the real world — the world of the Mega Drive! Is Domark's first flight sim as fearful as the fighter itself? Let's take a look...

We'll excuse Domark for *Steel Talons* and get down to the nitty-gritty with their first flight sim proper. *MiG-29* has landed! It's always the case: when anything shady's going on in the Middle East, the Americans stick their noses in!

Believe us, the latest 'mishap' is more than just shady. A mad dictator (there's always one, isn't there?!) by the name of Hasouz has gone and stomped on the oil-rich principality of Sataur. Western concern hinges on the fact that General Hasouz now has control of a quarter of the world's oil production, as well as a springboard to attack the neighbouring country of Yabal. If this was to happen, government sources claim the whole region's balance of power would be overturned.

MiG-29 involves participation in five different missions based around the Middle Eastern state, Azaria, which needs to be liberated pretty damn quick! Hasouz is a mean mutha so the Yanks have scuttled off to eat humble pie while the Commonwealth of Soviet States kick the little man's butt.

There's only one machine capable of putting Hassy in his place (ie, six foot under) and that's where you come in, as the crack pilot of that famed jet fighter, the MiG-29.

Be careful out there...

First up, the flight commander briefs the crew. Prepare to be impressed, Domark have included digitised pictures in this section. As the head honcho explains your mission, film footage of aircraft and bases is shown.

Time to slide that ass of yours into the cockpit. Check your mission by pressing Start, just as a reminder, and decide on which weapons you're going to use. Now — take off!

Don't be nervous, this part's easy. Just press [A] and move the joypad Up. Well done, buddy, you made it! A word of advice, make sure you turn off the afterburners. If not, you'll waste a helluva lot of fuel.

All flight controls are selected from pull-down menus. This may sound like a bit of a rigmarole but, in case you hadn't noticed, the Mega Drive controller doesn't have all that many buttons, whereas a MiG's choc-full of 'em.

There are some pretty nifty commands. One is an option to view your craft from one of 16 different viewpoints! Smart.

Lock and load

Okay, this part ain't for the weak-willed. It's time we had a little natter about fighting — y'know, the thing you were sent up there to do in the first place?!

Obviously, combat's the fun part. Initially, the enemy attack from the front, then the crafty beggars attempt to blast your rear end.

When a plane comes into view, lock your missile and fire... fire... FIRE! A red box indicates a successful lock. The explosions are superb — when it's not *you* exploding, that is!

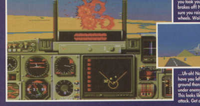
Concentrate at all times 'cos enemy planes tend to be far faster than you. One minute you're okay, the next there's a flickin' fighter glued to your ass!

MiG-29's not just about air-to-air combat. There are ground-based targets to trash, too. Take them out while travelling fast and low, but ensure there aren't enemy jets screeching overhead.

The jewel in the crown is the FBT nuclear reactor our dictator friend uses to build his nuclear missiles. His a crafty un'! The Azarian forces know where your airfield is and take advantage of this. They may be waiting for you when you return to base; check your radar.

Returning to base to refuel and re-arm is advisable. Re-arming has it's advantages 'cos you can change weapons, handy if the next mission objective is different. This sequence also repairs damage.

The knack of *MiG-29*'s to follow each mission objective to the letter. It's too late to learn Russian, these orders have been designed by commanders with years of combat experience. If you ain't got what it takes, eject now...



Hey, man! Nice take off (below). You obviously made sure you took your wheel brakes off! Now, make sure you raise your wheels. Wait a sec...

...Uh-oh! No sooner have you left the ground than you're under enemy fire (left). This looks like a bad attack. Get outta there!



Here for your delight and delication is the main view of the cockpit. Ensure you've selected the correct missiles for your mission then lock-on your sight when an enemy appears.



Here's the dream machine itself, before another hair-raising series of missions. You're cool, calm and collected and ready for anything to be flung at ya!



Not only do you view the world around you from the cockpit (below), you have the option to check things out from several different angles (left).

Below: Before take off, your commander takes you through your missions in a briefing session.

Paul reckons... *'IT'S TRICKY'*

MiG-29 reminds me of my 16-bit computer days, when I purchased a game for my ST called *Falcon*. God, was it complicated — and that was with a keyboard to help you! I never got the hang of it but with all the options, 3D views and fantastic sound, I didn't care!

So if you can imagine a game that's confusing even with a keyboard, think what it's like on the MD! You're forever pressing combinations of buttons to achieve relatively simple manoeuvres and have to know what you're doing before you start the game. Even the practice mode is tricky.

Technical freaks will love this — and that's where *MiG*'s strength lies. Domark's research chappies knew the MD lacked a serious flight sim so they chose to deliver the goods.

The graphics are good, filled vectors used throughout much of the game. Check out the digitised scenes, though — prepare to be impressed.

The sound's great, with a gung-ho intro tune and good speech and FX throughout. Pump up the volume and feel the adrenalin flow!

This won't appeal to someone who fancies a lighthearted sim. *MiG*'s clearly aimed at people who've got time to wade through a very technical manual and are prepared to treat the plane as though it were real.

Don't let me put you off, I really enjoyed my outings in this nifty Russian craft and recommend this to anyone who likes realism and depth for their £40.

PAUL 88%

Ade says... *'A GOOD FLIGHT SIM FOR BEGINNERS'*

As you may know, I loathe flight sims almost as much as I hate boring Japanese RPGs. So I wasn't too keen when I found myself seated in the cockpit of Domark's *MiG-29*. Fortunately, those clever peeps have included a section with the likes of yours truly in mind. There's a training mission, which I found to be the best way of learning how to control my jet at take off and landing. Onscreen there's a mini MD joypad and the buttons you need to press light up! Don't forget to take your wheel brakes off, as I was constantly reminded by Paul.

Out of all the flight sims I've seen, *MiG-29* seems to be the most polished. It's well presented and the intro sequence, including the briefing and digitised pics, is really impressive.

The polygon graphics are extremely well detailed, fairly fast, and, with five missions, incredibly varied. The pull-down menu system takes a bit of getting used to and slows things down a bit, but nothing too drastic. The sound's great, with plenty of explosions and cannon fire, plus bits of speech here and there.

Training mission aside, the main game's more involved than flight sims I've seen in the past. Because of this, you may find the action grinds to a halt in places. I'd expected more 'edge of yer seat' stuff.

MiG-29 may just convert me to flight sims. The general reaction is that *MiG-29*'s the best to date on the MD. I'll go with that!

ADE 82%

Right: The missile selection screen. You can return to this throughout the game and change your ammo.

One of the classy features of *MiG-29* are the digitised pictures that appear from time to time.

SF Rating

86 PRESENTATION
- Great intro sequence with briefing. Digitised pics, password system

84 VISUALS
- Great polygon graphics and smooth scrolling. Smart explosions!

81 SONICS
- Moody, atmospheric soundtracks, plenty of good explosions and firing FX

85 PLAYABILITY
- Enhanced by training mode. Five good missions. Controls activated via menus

82 LASTABILITY
- Die-hard flight sim fans should find this a challenge. Tough and varied missions

85 FORCE
- No fast 'n' furious action but a challenging, slick flight sim

- PRODUCER: DOMARK
- MD: JUNE
- PLAYERS: 1 • PRICE: £39.99

A telephone box is hardly the most private place to get changed for work, but Ade and the posse wanted to get into character. When we said wear your underpants on the outside, lads, we didn't mean tie 'em round your necks!

It's up, up and away and every other superhero cliché you can think of! Your friend and ours, Superman, returns from the dead, lifting the lid on his coffin all in the name of peace, justice and the American way.

Latest news from the comic world is there are four, yes, *FOUR* hunky dudes claiming to be the real thing. Latest news from the *console* world is there's just *one* software house hailing it's got the best Superman game ever. Virgin Games put Mr Clark Kent's alter ego to the test and boy, does he have his work cut out for him!

Metropolis City is minus a few inhabitants. Teenagers, railway staff and top female journalist Lois Lane have all gone walkies. It's obvious they haven't popped to the local hamburger joint so old Supey-babes is called upon to fathom out the dastardly deed.

The Man of Steel arrives on the Master System with a Kryptonian crunch! Each level's packed with vile villains and ponderous puzzles. Will you rescue Lois Lane and save the planet in time? Only you have the answer!

SUPER

Punch and spin...

As the lycra-clad lushcake himself, your job's to race through five perilous levels, knocking the stuffing out of bad guys and arguing with arch-villains.

For example, you run and fly through Metropolis City, an underground complex and a space station, of all things, using your super powers to intercept Terraman's air attack, the Prankster's poisonous weeds and thwart the plans of Metallia (the man with the heart of Kryptonite), Maximus, Brainiac and the mysterious Mr Mxyzptlk.

Grab a blue shield and blast your enemies with Super Heat Vision! If that's not to your liking, bash the bad guys with your Sonic Punch or annihilate everyone in your path with the dramatic Hyper Spin!

We're not sure we can handle this without laddering tights and staining pants (if you get our drift). It's all yours, folks. Just make sure Supe's resurrection is worth Virgin's hype!

The first major villain Superman encounters is The Prankster. Watch out for his wacky hat-type weapon.

Above: After Stage 1, Superman discovers that children have been kidnapped from the Metropolis orphanage.

Paul chirps... *'A HIT AND MISS AFFAIR'*

Is it a bird? Is it a plane? Is it an all-in-one steam iron from Boots? No, it's the latest superhero offering for the trusty Master System. Clark Kent's caped alter ego's back and this time he's not taking any sh... Kryptonite!

Superman's a hit and miss affair. The graphics are damn good, especially for the MS. The characters are colourful and clear and backdrops aren't at all bad — the moving train's particularly cool.

The sound's on the dodgy side. The backing track's very dated, even for the MS, and the zapping noises are very feeble.

Playability doesn't live up to expectations — Superman's difficult to control, leading to many an unscheduled landing, usually resulting in loss of energy. Your tasks are tiresome, the baddies are unimaginative, to say the least, and the levels are far too short to give anything near a lasting challenge.

One for those who are gagging for a new MS game and remember old blue pants in his DC heyday, I think.

PAUL 65%



This metallic moron is the guardian for Stage 2. Watch out for his powerful jump and get behind him to deliver a hyper-punch. A few hits and he's history.



Ade remarks... 'AVERAGE'

I'm not into all this comic book stuff, but Virgin have done a pretty good job with MS *Superman*. Question is, what else *could* they have done? A platform game was a fairly good choice.

I found this version better than the GG game. The smaller graphics of the handheld affair made the whole caboodle a bit of a pain. Here the visuals are above average. Animation's not stunning, colour's a touch bland and the backdrops aren't particularly detailed, but at least you can see what's going on!

The sound's okay, with middle-of-the-road theme tunes and the odd spot FX. Gameplay's a wee bit annoying at times. Getting killed is frustrating at the best of times, but when faced with some adversaries, I couldn't position myself accurately to achieve the best attack method.

Superman doesn't have a classy feel to it but platform/beat-'em-up fans could do worse. Superman freaks will enjoy confronting those infamous arch-villains, but don't expect stunning graphics and gameplay.

ADE 67%

Below: The Prankster may look fat and slow but beware: his headware holds a lethal Kryptonite-based weapon to kill Supes!

Below: The subway train on Stage 3 holds many surprises for the Kryptonian Kid. Move swiftly through the speeding locomotive.

Above: Stage1 has its fair share of obstacles for Superman to tackle. There are energy weapons, flying soldiers and killer drones out for a piece of your heroic hide. Take your time and search for hidden extras.

Below: This abandoned warehouse is, in fact, the headquarters for Brainiac's troops. Defeat his metallic legions to reach the train stage.

Left: Fly around each level to find hidden icons. The red 'S' logo gives the Man of Tomorrow heat vision for a limited amount of shots.

SF Rating

61 PRESENTATION
- Choice of difficulty levels, several continues and not a lot else

70 VISUALS
- A touch better than the GG version. Clear sprites, not overly animated

60 SONICS
- A few good theme tunes and several spot FX throughout. Above average overall!

63 PLAYABILITY
- Superman's hard to control at times. Fairly tough — can get frustrating

65 LASTABILITY
- There are five levels, all fairly difficult, but get a bit boring after a while

66 FORCE
- It's not a bird, plane or Smash but a fair effort and fun for Supe's fans

- PRODUCER: VIRGIN
- MS: JUNE
- PLAYERS: 1 • PRICE: £TBA

SEGA FORCE SMASH

Reviewed!

Walt Disney's most famous creation's already a winner with Sega gamers. Now he's back to delight 8-bit owners in another magical illusion.

It was a dark and stormy night and Mickey Mouse sat in his armchair, reading his favourite book, *The World's Best Fairy Tales*. As he read, his eyelids became heavy and before long he drifted into deep sleep.

When he awoke, his house had disappeared and he was standing in a strange world. But this world was not like the colourful pictures in his book. Instead the sky was dark and ominous. Lightning crashed down, charring the ground.

Making his way to a village, Mickey was startled by a girl's scream. To his dismay, he saw a young girl being attacked by a hideous monster! Leaping to the rescue, Mickey sent the creature reeling.

'Are you all right?' said Mickey.

'Yes. Thank you so much,' the girl gasped.

'What's going on here?' he asked.

The frightened girl told Mickey the story of how an evil phantom stole a magic crystal from the village. The crys-

Guide Mickey Mouse through 14 enchanted levels in a search for a fabled jewel. Many dangers lie ahead so keep your wits about you!

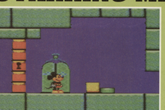


STARRING MICKE

Above: Some of the rocks in the old ruins aren't quite what they seem. Wait for them to glow, stand back and they explode, destroying walls which block your way.



Mickey's adventures take him to strange places far and wide. Collect keys, bounce on enemies and find magical doors to transport you to other levels.



Mickey has his work cut out for him on this level. The whole screen is constantly moving to the right. Stay in the centre at all times and find the key on the far right of the section. Work your way back to the lock by standing on the yellow switches on the floor. Wait until the right-hand screen nearly touches you and quickly run to the next switch. Reach the lock and throw the key at it to open the door. The final exit is on the left. It's hard work!

Mat squeaks... 'CRISP AND COLOURFUL'

One of the top Sega platform games of all time is *Castle Of Illusion*. The Master System version was just as good as the MD and now it gets a Mickey Mouse game all of its own!

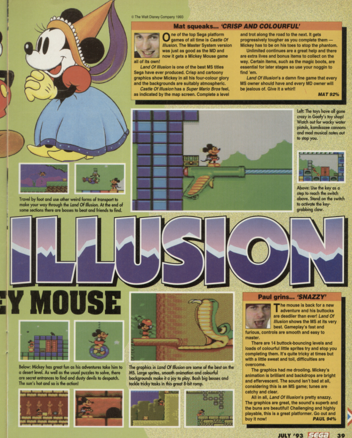
Land Of Illusion is one of the best MS titles Sega have ever produced. Crisp and cartoony graphics show Mickey in all his four-colour glory and the backgrounds are suitably atmospheric.

Castle Of Illusion has a *Super Mario Bros* feel, as indicated by the map screen. Complete a level and trot along the road to the next. It gets progressively tougher as you complete them — Mickey has to be on his toes to stop the phantom.

Unlimited continues are a great help and there are extra lives and bonus items to collect on the way. Certain items, such as the magic boots, are essential for later stages so use your noggin to find 'em.

Land Of Illusion's a damn fine game that every MS owner should have and every MD owner will be jealous of. Give it a whirl!

MAT 92%



Left: The toys have all gone crazy in Goofy's toy shop! Watch out for wacky water pistols, kamikazee cannons and mad musical notes out to stop you.

Above: Use the key as a step to reach the switch above. Stand on the switch to activate the key-grabbing claw.

Travel by foot and use other weird forms of transport to make your way through the *Land Of Illusion*. At the end of some sections there are bosses to beat and friends to find.

Below: Mickey has great fun as his adventures take him to a desert level. As well as the usual puzzles to solve, there are secret entrances to find and dusty devils to despatch. The sun's hot and so is the action!

The graphics in *Land Of Illusion* are some of the best on the MS. Large sprites, smooth animation and colourful backgrounds make it a joy to play. Bash big bosses and tackle tricky tasks in this great 8-bit romp.

Paul grins... 'SNAZZY'

The mouse is back for a new adventure and his buttocks are deadlier than ever! *Land Of Illusion* shows the MS at its very best. Gameplay's fast and furious, controls are smooth and easy to master.

There are 14 buttock-bouncing levels and loads of colourful little sprites try and stop you completing them. It's quite tricky at times but with a little sweat and toil, difficulties are overcome.

The graphics had me drooling. Mickey's animation is brilliant and backdrops are bright and effervescent. The sound isn't bad at all, considering this is an MS game; tunes are catchy and clear.

All in all, *Land Of Illusion*'s pretty snazzy. The graphics are great, the sound's superb and the buns are beautiful! Challenging and highly playable, this is a great platformer. Go out and buy it now!

PAUL 94%

MOUSE DROPPINGS

CHEST: These are the enchanted caskets which hold various useful objects for Mickey to use. They're often hidden and invisible.

CAKE: As Mickey battles the forces of evil, he loses energy. Replace the valuable energy by collecting small and large cakes. Yum!

ROCK: Boulders have two uses. Smash them to reach chests or hidden objects and pick them up to use as missiles against enemies.

GOLD BLOCK: Only found in a few locations. Use these blocks to create a series of stepping stones or to reach a higher level.

BARREL: Pick up the wooden casks and move them to other locations. They act as steps. Launch them at bad guys to smash 'em.

LANTERN: Some of the levels have been plunged into darkness so the only way Mickey can see is to carry a lantern. Also handy as steps or for chucking at monsters.

KEY: There's only one way to get off a level. Find the key, which is sometimes hidden. Throw the key into the air and a door appears.

SPRING: There are often walls that are too high for Mickey to jump over. Collect the spring and carry it to where it's needed.

APPLE: Only used in the second part of the first level. Grab the apple and feed it to the hungry snake wrapped around the tree trunk.

CLOUD-WALKING BOOTS: Defeat the dreaded snake and he gives Mickey a special pair of shoes. They allow him to walk on fluffy white clouds on later levels. Aaaaah!

CLIMBING ROPE: Very handy for tackling craggy peaks in the mountain tops. Move Mickey to a vertical wall and press up to make the mouse hero scale new heights.

SHRINKING POTION: A magical brew which shrinks Mickey down to a tiny size. Press down and button [1] to turn him into a mini-mouse. Useful for getting into small places.

EXTRA TRY: There are unlimited continues in *Land Of Illusion* but these mouse-eared icons give another attempt at the level you're on.

STAR: Start the adventure with three red energy stars but collect others as you go. Find all of them to receive a bonus at the end of the game.

SIGN POST: At certain points throughout the game are restart posts. Simply walk over them and you start here if (or when) you lose a life.

Above: There are 14 challenging stages to tackle in the *Land Of Illusion*. Complete a level and the route to the next stage appears. Reach the mountain to climb to the second map, set high in the clouds.

Find the hidden switches in certain levels. By pressing them down or pulling them up Mickey gains access to other parts of the levels. Once a switch has been pulled it stays on.

The spikes in the pyramid are lethal. Use the floating platforms to take you safety. Move left or right to control the direction of the platform.

tal protected the villagers from evil but the good had faded since the phantom took it. The kind people aren't so Disney-like anymore — something must be done!

Cheeky chap

Mickey decided it was up to him to stop the phantom and get the crystal back. But things are not always as they seem in the Land Of Illusion and danger lurks around every corner!

You take the role of Mickey Mouse in this sequel to the brilliant *Castle Of Illusion*. The action's platform-based as Mickey travels through 14 fantasy-packed levels. Make your way through each, finding keys to the magic doors which appear at the end of levels when a magical gem is collected.

There are certain tasks to tackle and you need brains to solve the puzzles. As in the original, Mickey uses a bottom-bounce to attack enemies and throws items such as rocks.

A map shows your route through the enchanted land. Complete a stage and Mickey moves on, often returning to earlier levels for certain tasks.

Unlimited continues and hidden sections ensure playability and lastability for Mickey Mouse's latest magical quest.

Pick up rocks and other objects and throw them at bad guys to destroy them. Mickey also has the ability to bottom-bounce on his enemies to split them.

Above: Plant the magic bean on the island and watch the beanstalk grow. Mickey has to climb to the top of the green shoot to reach the Phantom's castle.

There are seven nasty guardians to defeat in *Land Of Illusion*: The Magical Dragon, the Ghost, the King of Cards, the Rock Creature, the Crab, the Snake and the evil Phantom himself. Mickey's sure got his work cut out to beat these guys!

Ade smiles... 'HOW A PLATFORM GAME SHOULD BE DONE'

As you know, I'm a big fan of platform games. This is the best MS romp I've seen in the last few months. I can't understand why people write-off the Master System when it delivers such top quality stuff as *Land Of Illusion*. This is how a platform game *should* be done. And, even better, Sega have maintained the cartoon feel throughout. Walt Disney would've been proud!

Okay, it's nothing we haven't seen 200 times before, but the way the game's presented, the way visuals suit the game to a tee, the way music and sound FX all fit so perfectly, make *Land Of Illusion* a pleasure to play.

The puzzles aren't particularly mind-bending but they're fun to solve. Moving objects around to suit a purpose is what it's all about. Keep your eyes peeled at all times. Some of those ledges may be too high to climb. Is there something lying around that could help reach it?

As with many Disney games, Sega haven't made this overly difficult. If you're an ace platformer, you may finish the whole caboodle quickly.

Land Of Illusion's one for younger gamers and novices. If you fit into either of these categories and you're after a good MS platform romp, *Land Of Illusion*'s the one I'd go for.

ADE 85%



Above: Flower power! Wait for the giant blooms to shoot their seeds into the air. Use the petals as platforms to take you over the snapping venus flytraps. Be careful of the stinging bees on this level.

The Blacksmith's castle is a fiery place to be. Race ahead of the flame trails before they catch up. Throw blocks out of the way if they obstruct your journey and bottom-bounce on matchsticks to knock 'em out. Find the exit before the flame creatures singe your whiskers, Mickey! The townsfolk depend on you.

Above: Collect the shrinking potion and Mickey becomes Mini-Mickey! He's useful at this size for travelling down small tunnels and otherwise inaccessible places.

SF Rating

82 PRESENTATION
• Fairy tale intro, no options. A map shows Mickey's destinations and progress

90 VISUALS
• Brilliant cartoony graphics that expand on the smart visuals of the first game

89 SONICS
• Cute tunes change from level to level. Effects are good enough

91 PLAYABILITY
• Early stages allow you to get to grips with gameplay, becomes more challenging

84 LASTABILITY
• 14 levels to romp through means you won't finish it quickly. Unlimited continues

92 FORCE
• An excellent MS game which will easily be in everyone's top ten this year

• PRODUCER: SEGA
• MS: COMTAZIA 0384 261698
• PLAYERS: 1 • PRICE: £32.99



Chakan is the ancient warrior whose mission is to rid the world of all evil. Armed with razor-sharp swords he fights monsters.

Above: Guide Chakan through the mystical portals. Each one takes him to a different level. In each section his mission is to destroy all the creatures he finds.

Above: Each stage has various dangers to overcome and obstacles such as bottomless pits to avoid.

Below: Press button 2 to leap into the air and then 1 to perform a devastating mid-air spinning attack!

CHAKAN

The Forever Man

You know what they say, no one lives forever — except Jimmy Stewart, George Burns and this spooky geezer, that is.

Chakan, the forever man, lives — and probably wishes he didn't! He's been damned to a life of horrendous pain and suffering because he beat Death in a fight. What a bad loser! Chakan will suffer until he cleanses the netherworld of supernatural evil.

Guide Chakan through six elemental portals on the navigation level. Each leads to a supernatural world representing one of the ancient elements, earth, air, fire and water. Some require skilful use of Chakan's jumping abilities, others are straightforward whack-the-crap-out-of-'em levels.

Various weapons and potions are scattered over the netherworld. Chakan was an alchemist when he was mortal and can create splendid concoctions. Lightning swords and double-damage potions are just some of the wonders in store.

Chakan can somersault to a great height, enabling him to climb steep slopes and jump out of harm's way. He's got a mean 'sault attack, too, blades jutting out as he spins. Flying enemies beware, this guy's got nothing to lose!

Paul exclaims... *'TOO HARD'*

I've played some difficult games in my time but this is ridiculous! *Chakan* is one seriously cool game spoiled by impossibly hard gameplay. Chakan seems to get hit at every opportunity, while baddies are expert at avoiding his double swords. And don't think potions and stuff are gonna help — they're as much use as a chocolate teapot!

Chakan shows off the Game Gear's capabilities. Speech and effects are excellent and the graphics are some of the best to grace the handheld. It's a pity the gameplay makes you want to throw your GG through the wall after ten minutes!

Some would argue the high difficulty makes for a good challenge, but you have to be a platform expert to make any progress. If you don't mind a tough game, give it a try. I found it too frustrating to be anywhere near playable.

PAUL 65%

Mat shrieks... *'MIND-BLOWINGLY DIFFICULT'*

Blow me down with a feather, you need to be a clever Trevor (or complete spanner) to complete this. I'm bald from pulling out my hair! Seriously though, this cart's mind-blowingly difficult. The Grim Reaper's bad guys seem almost invincible, while Chakan's immobilised by the smallest of blows; what a wimp!

Why have Sega made it so hard? Don't get me wrong, I like a game with a challenge, but this is Mission Impossible. Having said that, graphics are damn fine, the best I've seen in many a year, and the sound's exceedingly good.

This should've been a great game but the difficulty factor makes it more frustrating than enjoyable. If you're a member of the thick-rimmed National Health glasses brigade, *Chakan* could well be for you. Slow simpletons, stay away.

MAT 72%

SF Rating

70 PRESENTATION
- Nice morbid opening titles. Three difficulty settings

87 VISUALS
- Some of the best GG graphics yet. Crisp, clear and beautifully animated

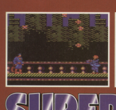
83 SONICS
- Great sound and good speech. The tunes are the same as the MD original

59 PLAYABILITY
- The controls aren't hard to master but gameplay is. Very difficult to do well

65 LASTABILITY
- Presents a challenge — if you get farther than the first portal!

69 FORCE
- Could've been brilliant but the difficulty level's very unfriendly. Try before you buy!

- PRODUCER: SEGA
- GG: OUT NOW
- PLAYERS: 1 ● PRICE: £29.99







SUPERMAN

Faster than a bleeding gullet, able to leap tall workmen in a single bound. We thought he'd hung up his underpants a long time ago, but no — old Supe's been resurrected on a Game Gear near you.

Sit up straight, Superman fans. The blue and red flash has been immortalised in 8-bits, thanks to Virgin. He *may* prefer to keep on pushing up daisies when he hears of the task ahead of him.

Metropolis City's had a bit of raw deal of late. To start with, all the children disappeared. Then the folk who operate the underground rail network fled into a tunnel and vanished. To add insult to injury, Lois Lane has been nabbed and a gang of Superman's greatest adversaries are running wild in the city.

It's your job, as old Supey-babe, to sort out this God-damn mess, find the likkle kiddy-winks, locate the tube train operators and knock the living day-lights out of each and every one of those bad guys.

Stage 1's set in the city. Race along rooftops, leap up the side of buildings or take to the skies and show 'em what-for! A-ha! Things ain't *that* easy.

Seen me underpants, Lois?

First there are metallic pods to contend with. They shoot laser beams and generally buzz about. Either lie in wait, duck and use your Sonic Punch, or find a Heat Vision icon, fire and leave the beggars with severe sunburn!

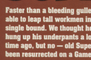
Take care of energy barriers. They block your route but explode after a couple of knocks.

The end of the level's no joke. The Prankster's dishing out poisonous blooms. Come into contact with their petals and your energy bar takes a hammering. A few good punches and he's a gonner!

There are four more levels, including duels with Maximus, Terraman's and Brainiac. Then there's Mr Mxyzptlk, the magician from another dimension with more than doves up his sleeves!

Can you set world to rights? Oh, you think so? Well — get playing!

Paul thinks... *'ILL-SUITED'*



Don't expect any surprises from this game, it's exactly the same as the MS version in every area except one — the difficulty level. *Superman* was tough on MS but compare it to this and it's a piece of cake.

Superman doesn't suit the handheld screen at all. The game area's very small, which means baddies seem to jump out from nowhere, giving you little chance to take evasive action. You're forever stopping and starting as you try to scroll the screen pixel by pixel, so you've got some idea where the baddies are.

It's this design problem which mars the game. Graphics and sound are well above average and the idea works — in theory. This is Virgin's worse release. It's unplayable in parts and very frustrating over all.

If you want to play *Superman*, get yourself an MS convertor and play that version — it's much more enjoyable. **PAUL 60%**

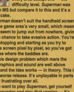
Ade wibbles... *'NOT VIRGIN'S STRONGEST PRODUCT'*

As GG games go, *Superman*'s not a disaster. The graphics are small but many are well defined. The dude himself doesn't exactly ooze animation, though, neither does he look hunky, chunky and funky.

He's a tad unresponsive at times. I found it difficult to fly on the odd occasion and when I *did* get airborne, landing at the correct spot on a rooftop was a wee bit tricky.

There are three difficulty settings, and I suppose this is where the plus point comes in: even on Easy mode the whole caboodle's fairly tough in places. Oh heck, I feel a minus point coming on... It's tough, but unfairly tough. In places, I was killed time after time, leading to mega-frustration. Ho-hum, you need patience to be a games tester!

This is not Virgin's strongest product. They've proved with *Mick and Mack* and *Cool Spot* they can produce classy stuff. *Superman*'s okay but a touch rough around the edges. Fans of the man himself may be disappointed. **ADE 65%**



Face off against Superman's arch enemies including the Prankster, Metallo and the super-computer Brainiac. Fight for truth, justice and a higher score!



SF Rating

60 PRESENTATION — Choice of three difficulty levels, continues and... not much else, really

69 VISUALS — Some of the sprites are well defined but they don't capture the comic book style

59 SONICS — A fairly good theme tune but no other memorable ditties. Sparse FX

61 PLAYABILITY — The main man's a touch unresponsive. Pretty annoying gameplay in places

65 LASTABILITY — It's a fairly tough game, even on Easy mode. Can get frustrating

64 FORCE — Not the best Virgin handheld game we've seen. Fun for a while

- PRODUCER: VIRGIN/CRAFTGOLD
- GG: JUNE
- PLAYERS: 1 • PRICE: £TBA



The SEGA FORCE CHEAT CHAMBER

Playing Tips!

PULL OUT AND KEEP!

There's good news for you 8-bitters, your SEGA FORCE is full of splitters! From next month you will find, two SEGA FORCES to blow your mind, one for Mega and one for Master — you're bound to find the tips you're after! With more cheats and maps than you've ever seen, Paz's Chambers are the best there's been! But enough with talk of future events, enter The Chamber, it's Heaven sent! (4/10. See me. Naff poem but great cheats.) Turn the page and prepare to be amazed by the best tips section in the business!

LAND OF ILLUSION

Disney antics revealed in our glorious MS step-by-bounce maps

ROAD RASH II

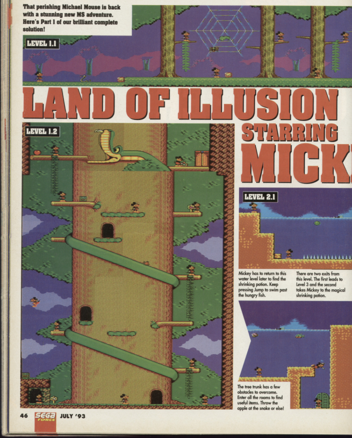
Crash and burn up the highway using our bumper selection of codes

TIPS INDEX

PULL OUT HERE!

That perishing Michael Mouse is back with a stunning new MS adventure. Here's Part 1 of our brilliant complete solution!

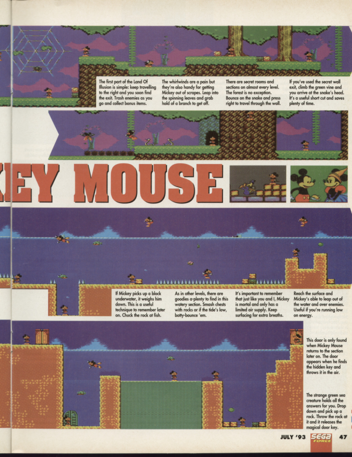
LAND OF ILLUSION STARRING MICKEY



Mickey has to return to this water level later to find the shrinking potion. Keep pressing Jump to swim past the hungry fish.

There are two exits from this level. The first leads to Level 3 and the second takes Mickey to the magical shrinking potion.

The tree trunk has a few obstacles to overcome. Enter all the rooms to find useful items. Throw the apple at the snake or else!



The first part of the Land Of Illusion is simple: keep travelling to the right and you soon find the exit. Trash enemies as you go and collect bonus items.

The whirlwinds are a pain but they're also handy for getting Mickey out of scrapes. Leap into the spinning leaves and grab hold of a branch to get off.

There are secret rooms and sections on almost every level. The forest is no exception. Bounce on the snake and press right to travel through the wall.

If you've used the secret wall exit, climb the green vine and you arrive at the snake's head. It's a useful short cut and saves plenty of time.

KEY MOUSE

If Mickey picks up a block underwater, it weighs him down. This is a useful technique to remember later on. Chuck the rock at fish.

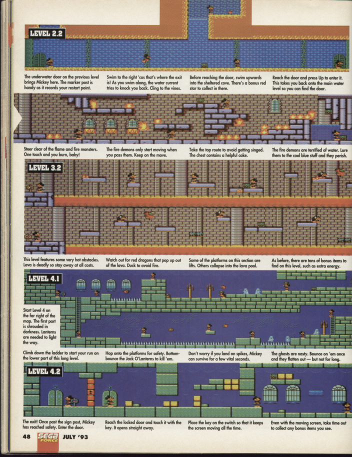
As in other levels, there are goodies a-plenty to find in this watery section. Smash chests with rocks or if the tide's low, botty-bounce 'em.

It's important to remember that just like you and I, Mickey is mortal and only has a limited air supply. Keep surfacing for extra breaths.

Reach the surface and Mickey's able to leap out of the water and over enemies. Useful if you're running low on energy.

This door is only found when Mickey Mouse returns to the section later on. The door appears when he finds the hidden key and throws it in the air.

The strange green sea creature holds all the answers for you. Drop down and pick up a rock. Throw the rock at it and it releases the magical door key.



The underwater door on the previous level brings Mickey here. The marker post is handy as it records your restart point.

Swim to the right 'cos that's where the exit is! As you swim along, the water current tries to knock you back. Cling to the vines.

Before reaching the door, swim upwards into the sheltered cove. There's a bonus red star to collect in there.

Reach the door and press Up to enter it. This takes you back onto the main water level so you can find the door.

Steer clear of the flame and fire monsters. One touch and you burn, baby!

The fire demons only start moving when you pass them. Keep on the move.

Take the top route to avoid getting singed. The chest contains a helpful cake.

The fire demons are terrified of water. Lure them to the cool blue stuff and they perish.

This level features some very hot obstacles. Lava is deadly so stay away at all costs.

Watch out for red dragons that pop up out of the lava. Duck to avoid fire.

Some of the platforms on this section are lifts. Others collapse into the lava pool.

As before, there are tons of bonus items to find on this level, such as extra energy.

Start Level 4 on the far right of the map. The first part is shrouded in darkness. Lanterns are needed to light the way.

Climb down the ladder to start your run on the lower part of this long level.

Hop onto the platforms for safety. Bottom-bounce the Jack O'Lanterns to kill 'em.

Don't worry if you land on spikes, Mickey can survive for a few vital seconds.

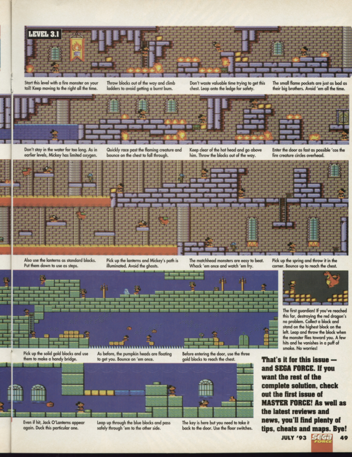
The ghosts are nasty. Bounce on 'em once and they flatten out — but not for long.

The exit! Once past the sign post, Mickey has reached safety. Enter the door.

Reach the locked door and touch it with the key. It opens straight away.

Place the key on the switch so that it keeps the screen moving all the time.

Even with the moving screen, take time out to collect any bonus items you see.



Start this level with a fire monster on your tail! Keep moving to the right all the time.

Throw blocks out of the way and climb ladders to avoid getting a burnt bum.

Don't waste valuable time trying to get this chest. Leap onto the ledge for safety.

The small flame pockets are just as bad as their big brothers. Avoid 'em all the time.

Don't stay in the water for too long. As in earlier levels, Mickey has limited oxygen.

Quickly race past the flaming creature and bounce on the chest to fall through.

Keep clear of the hot head and go above him. Throw the blocks out of the way.

Enter the door as fast as possible 'cos the fire creature circles overhead.

Also use the lanterns as standard blocks. Put them down to use as steps.

Pick up the lanterns and Mickey's path is illuminated. Avoid the ghosts.

The matchhead monsters are easy to beat. Whack 'em once and watch 'em fry.

Pick up the spring and throw it in the corner. Bounce up to reach the chest.

The first guardian! If you've reached this far, destroying the red dragon's no problem. Collect a block and stand on the highest block on the left. Leap and throw the block when the monster flies toward you. A few hits and he vanishes in a puff of smoke. No worries!

Pick up the solid gold blocks and use them to make a handy bridge.

As before, the pumpkin heads are floating to get you. Bounce on 'em once.

Before entering the door, use the three gold blocks to reach the chest.

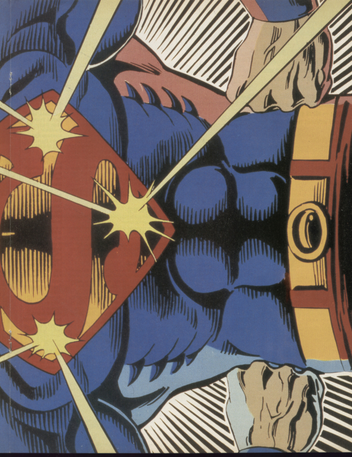
Even if hit, Jack O'Lanterns appear again. Duck this particular one.

Leap up through the blue blocks and pass safely through 'em to the other side.

The key is here but you need to take it back to the door. Use the floor switches.

That's it for this issue — and SEGA FORCE. If you want the rest of the complete solution, check out the first issue of MASTER FORCE! As well as the latest reviews and news, you'll find plenty of tips, cheats and maps. Bye!


SUPERMAN™
THE MAN OF STEEL™
SEGA FORCE
Virgin
GAMES
© 1993 DC Comics



WORLD OF ILLUSION

Here's a fantastic players' guide to Mickey Mouse and Donald Duck's MD quest, sent in by Jonathan Ball of Penrith, Cumbria. Our guide begins at the first end-level boss — all of you should get there without much fuss!

The Spider
Walk to the right and jump onto the middle platform. Stay there for the spider's first three attacks, hitting him whenever possible.

Next run to the left and wait for the spider's next three attacks. Repeat until this easy boss is dead.

Level 2-1
Use your spell and jump on the magic carpet. Keep pressing the jump button to stay at the top of the screen. Drop down to avoid birds, whirlwinds etc.

Level 2-2
Watch out for little walking flames which appear after lightning strikes. Don't worry about being squashed by the moving blocks, they always work to your advantage.

Level 2-3
At first this level seems impossible, but all you have to do is keep right and hold the run button down.

Level 2-4
This level's a doddle. Jump onto one of the middle blocks and keep jumping until you reach the bottom, where you leap to a small platform.

Level 2-5
The most difficult level so far. At the start, jump onto the cloud with a face then onto smaller platforms. Move quickly, these disintegrate.

Continue right until you reach a cloud with a face. The cloud takes you left so that you can climb to the top of the level.

Play the cloud piano and collect the goodies but watch out for bombs. The exit's right of the second piano.

The Dragon
Walk to the right. The wheel spins and a dragon appears. Stay at the right of the screen and jump over the fireball.

When the dragon jumps toward you, swish your cape at him and he turns to stone. Another dragon appears so just repeat the process.

Level 3-1
Head up to the right for a bonus room then drop down. Swim along the passage, avoiding the fish. Head up and right until you reach a pile of bubbles. Walk left and a clam kills the bubbles. Collect the bonus.

Go back out and up past the second bubble pile. Turn left through the passage for an extra life and retrace your steps to the second bubble pile. Block the same way. Go right and up to the exit.

Level 3-2
Swim to the bottom right-hand corner of the screen.

Level 3-3
Crawl under the wall and walk right.

Level 3-4
Walk right and jump across the water spouts into a passage full of clams and whelks. Clams only kill when they're open so stand on the shut clams and jump over the whelks.

When you reach two water spouts, jump on the first and through the passage in the left wall. Collect the sweet and invincibility. Go right over the sprouts and use the same tactics to get past the whelks and exit the level.

Level 3-5
The same as Level 3-2.

Level 3-6
At the start of this level the floor collapses at regular intervals. Climb the stairs and dodge the falling pitchforks. Go down a second set of stairs and collect the sweet.

Run right; the swordfish won't get you if you keep moving. Climb more stairs and crawl under the wall. Run all the way to the other side of the shaft as it fills with water.

At the end of the shaft, jump out and go down some stairs. Go right. Again, jump, keep moving to avoid the swordfish. Crawl under the wall to the end.

The Shark
The shark swims about with just his fin showing. Then his jaws emerge. Hit him once, jump over and hit him when you land.

He swims with his fin showing then sinks. Walk to where he sank and when he re-emerges, attack again.

Level 4-1
Jump out of the fish bowl into the library. Fall off the ledge and go left for two cards then back right. Jump on the staplers to spring upwards. Go up twice and right.

Collect the hat over the drawing pins. Jump on the spray can and cross the paint bridge. Go up and right for an energy sweet then back to the stapler and left into the jar for a bonus level.

Go up, left and use your magic at the curtain box. When you emerge, head right, jump on the ruler and over the box. Keep going till you reach a second curtain box and jump in. When you emerge, go down the slope and jump in the cookie box to exit.

Level 4-2
Head right and go up, then back left. Kill the biscuit man and collect the energy sweet. Go up again and right, dodging the planes.

Eventually you find a bottle. Jump on the cork. While you're in the air, collect bonus bags and dodge spiky balls. When you land, continue right and fall through the jelly to exit.

The Witch
Hit the witch when she dips lowest, near the middle of the screen. When her crystal ball flashes, pink fireballs are launched. Avoid these by standing below her.

When she's defeated, jump back into the cookie jar for an extra life. Go to the door.

Level 5-1
Head right past the mushroom patch, collecting bonuses as you go. Climb the bell tree and use magic to climb the second hill. Go right and collect the extra life while crossing the third set of playing cards.

The 'press me' section gives an ideal opportunity to collect a few lives. Jump on the first die and you will -emerge at the bell tree. Do this a few times.

Jump on the fourth die for a bonus level then the fifth. Open the gate and finish the level.

Level 5-2
This is just a short one. Walk right and jump through the mirror.

Level 5-3
Keep the run button held down. Jump over holes and dodge falling chandeliers. Duck to avoid plates on the table and jump over flying candles.

Level 5-4
Jump the holes made by the hag on a broomstick. Climb the staircase and jump on the ledge for an energy sweet. Keep walking through the wall for cake.

Go left and stand on the switch to light up the curtains. Continue left and climb up the staircase. Go right, using the carts to cross the spikes, climb more stairs and jump into a box.

You emerge on a falling lift. Jump off near the bottom and go right to exit.

Level 5-5
This level's pretty easy, just one long corridor. Crawl under the floating platform with the card for an extra life. Just keep going till you reach the exit.

The Final Boss
To waste him, jump on the poles then hit him in the face. The poles have to be a certain height for you to reach him.

Wait in the left corner till the poles are nearly fully extended then swipe him. After about ten hits he's beaten.

Sit back, watch the entertaining end-of-game sequence and wonder when the next Disney MD game will appear.

Some levels are slightly different for Donald. You'll have to work them out for yourself!

■ BACK TO THE FUTURE II MD
To advance to the next stage at any time during the game, pause it and press Up and [A] at the same time, followed by Down, [A] then Left, [A], Right and [A].

■ INSPECTOR X MD
For unlimited continues, wait for the 'Press Start Button To Continue' message and press Down, Up, Left and [C].

■ LAND OF ILLUSION MS
Don't go through the first door of the first level, instead jump on the snake and hold right-down. You should go through the top of the wall to the end of the first level!

■ STAR CONTROL MD
If you like the strategy part of the game, here's how to get loads of special items. Put the game in Full mode then hold the D-pad Down-Left and keep [B] depressed until the star map appears. You should find that every unexplored planet has a precursor relic (whatever that may be).

■ MIDNIGHT RESISTANCE MD
On the title screen, wait until 'START' is highlighted in red, then hold down [C] and press Start then [A]. You should now find yourself on the next level. Repeat the process to access any level.

CHEATS/TIPS/CHEATS

BUST THEM GAMES OPEN WITH THE CONSOLE HELPLINE

0891 318 400..Information Helpline
0891 318 401.................... Golden Oldies Cheats Hints & Tips
0891 318 402 ....Problem Line (Phone In Your Problem)
0891 318 403......................Desert Strike/The Terminator
0891 318 404.........Streets Of Rage 2 & 1 Cheats & Tips
0891 319 405...........................Sonic 2 & 1 Cheats & Tips
0891 318 406..........Quackshot, Full Solution & Cheats
0891 318 407 .... New Release Cheats (Sega Megadrive)
0891 318 408.........................Megadrive Cheats & Tips (Lots)
0891 318 409 ....Master System Cheats & Tips
0891 318 410......... ....Super Nes Cheats Hints & Tips
0891 318 411 ....Amiga Computer Line
0891 318 412......................Game Boy Cheats Hints & Tips
0891 318 413...................Nintendo 8 Bit Console Cheats & Tips
0891 318 414 ....Game Gear Cheats Hints & Tips

NO FRILLS, NO MUSIC JUST HELP. PLEASE HAVE A PEN AND PAPER READY FOR INFORMATION.

Calls at 36p per min cheap rate 48p at other times.

Home Grown Productions Ltd,
PO Box 193, Hayes, Middlesex

ACE OF GAMES

281 CITY ROAD, ISLINGTON, LONDON EC1V 1LA
TELEPHONE 071 490 1708 FAX 071 490 1708

MEGA DRIVE CARTRIDGES		MEGA CD	
Fatal Fury	£44.99	Road Avenger	£39.99
Micro Machines	£39.99	After Burner 3	£39.99
Jack Nicklaus Power Golf	£39.99	Night Trap	£49.99
X-Men	£39.99	Time Gal	£39.99
Slime World	£23.43	Prince Of Persia	£44.99
Double Clutch	£34.99	Sherlock Holmes	£44.99
Ball Jacks	£34.99	Chuck Rock (USA)	£41.12
Captain America	£39.99	Sewer Shark (USA)	£50.68

Game Gear and Master System games are also available.
Add £1.00 postage & packing per game. FREE price list of games
NEW MEGA CD UNIT £269.99 (Mega Drive required)supplied with 3 CD Discs, Featuring 7 games.
Delivered FREE anywhere within the U.K.
Write or Tel/Fax 10am - 6pm Mon day to Friday

NEW AGE

COMPUTER GAMES & CONSOLES
12 TOOTING HIGH STREET
LONDON SW1 7ORG

THE LATEST OFFICIAL & IMPORT GAMES FOR YOUR CONSOLE.

MEGADRIVE
MASTER SYSTEM
GAME GEAR
NINTENDO
SUPER NES
GAMEBOY

WE BUY AND SELL SECONDHAND GAMES
OPEN MON - SAT 10.00am TO 6.00pm

TEL: 081 767 2575

★KRAZY KONSOLES ★ EST' SINCE 1990★ MAIL ORDER!!★



Chiki Chiki Boys £27

John Madden '93 £34

Tazmania £35

Over 100 Titles in Stock on the Megadrive!

★PLEASE CALL FOR AVAILABILITY BEFORE ORDERING!!★



MENACER +6GAMES £49

MEGADRIVE

UK/USA SOFTWARE

Alien 3	£35	Marble Madness	£28
Ariel The LittleMermaid	£29	Micro Machines	£39
Aquatic Games	£25	Mohammed Ali Boxing	£43
Atomic Runner	£33	Mutant League Football	£35
Bart Vs The Space Mutants	£29	Out of this World	£37
Battletoads	£36	PGA Tour Golf 2	£36
B.O.B.	£37	Pitfighter	£35
Busby the Bobcat (16M)	Soon	Powermonger	£32
California Games	£27	Predator 2	£29
Chakin- The Forever Man	£35	RBI-4 Baseball	£39
Cool Spot	Call	Rampart	£33
Crue Ball/TwistedFlipper	£32	Risky Woods	£33
Cyborg Justice	£35	Road Rash	£29
Dark Castle	£19	Road Rash 2	£35
Desert Strike	£33	Robocod (JPond II)	£27
Dungeons & Dragons	£33	Rolling Thunder II	£36
ECCO - The Dolphin	£37	Rolo to the Rescue	£33
Euro Club Soccer	£35	Shadow of the Beast 2	£35
Fatal Fury	Call	Side Pocket Pool	£35
Flashback (12 Meg)	Call	Splatterhouse 2	£29
Galahad	£32	Streetfighter II	Call
Green Dog	£29	Super Kick Off	Call
Hockey (EA/NHL)	£28	Super Smash TV	£29
Hockey NHLPA 93	£35	Taz Mania	£35
Humans	Call	Terminator	£29
Immortal	£31	Tiny ToonAdventures	Call
J.Capriati Tennis	£35	T2 Arcade	£35
John Madden 92	£27	T.M.N. Turtles	Call
John Madden 93	£34	Toxic Crusaders	£29
Jordan vs Bird	£25	Wonderboy 5	£34
Lemmings	£36	WWF Wrestlemania	£35
LHX Attack Chopper	£29	X-Men	Call
Leaderboard Golf	£36		
Lotus Turbo Challenge	£33		

MEGA DRIVE

TAKES ALL CARTS, ENGLISH TEXT+ JOYPAD & POWER PACK PAL TV OR SCART VERSION
PLUS SONIC,ESWAT OR WONDERBOY3 ..£109
PLUS SONIC 2 + MENACER + 6 GAMES ...£169

N.B:- SCART MACHINES ARE 17% FASTER THAN PAL

JAP SOFTWARE

Alien Storm	£19
Alisia Dragoon	£27
Bad Omen	£19
Bare Knuckle II (16M)	£39
Battle Mania	£25
Chiki Chiki Boys	£27
DRobinsons SCourt	£24
Golden Axe II	£23
E.S.W.A.T.	£15
F.Z. - Axis	£19
Gynoug	£15
Hellfire	£19
Jewel Master	£15
Kid Chameleon	£23
Mercs II	£19
Monster Hunter	£19
Olympic Gold	£23
Quackshot - D.Duck	£19
Saint Sword	£19
Space Battle Gamola	£25
Strider	£19
Streetfighter II	Call
Street Smart	£29
Sonic 2	£27
Stormlord	£17
Super Monaco GP2	£27
Super Shinobi II	£39
Thunder Force IV	£33
Toki-Ju Ju	£19
Trouble Shooter	£23
Twinkle Tale	£29
Wani Wani World	£21
Wonder Boy 3	£16
World of Illusion	£29

CD SOFTWARE

Heavy Nova/Sol Feace	£35
Prince of Persia	£39
Thunder Storm FX	£39
Wonderdog	£39
Ninja Force	£39
Afterburner III	£35
Roadblasters FX	£43
The Ninja Warriors + CD	£43
Time Gal + CD	£45
Classic Collection (4 in 1)	£45
Jaguar XJ220	£47
Joe Montana Football	£47
Batman Returns	£47
Final Fight CD	£55
Dracula	Soon
Ecco the Dolphin CD	Soon
Monkey Island	Soon
Night Trap	Soon
Wing Commander	Soon
CD SONIC	CALL
CD-PRO ADAPTOR	**£44**

JAP' ADAPTOR

Top Quality: Allows the use of Japanese games on a UK Megadrive: A MERE £8.00

MEGA ACCESSORIES

Turbo Fire/Slo Motion Control Pad	£14
RGB Scart Lead	£12
A/V Lead	£5
Power Pack (All Types)	£10

INTERNATIONAL MAGAZINES
E.G.M. (USA) INC P&P £3.95

KRAZY KONSOLES
PO BOX 200
HALIFAX
WEST YORKSHIRE
HX1 3LY
TEL: 0422 342 901
OFFICE HOURS MON TO SAT 9-5.30PM
CLOSED THURSDAY AM STOCK TAKING
TEL: 0422 367 730
EVENINGS 5.30 - 10PM

Sonic 2 £27

Chakin-The Forever Man £27



Jaguar XJ220 (CD) £47

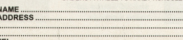
MEGA-CD PLUS 3 GAMES!
Mega CD-Rom (Pal/Scart) Japanese Only........£275

WE ONLY STOCK NEW GOODS IMMEDIATE DESPATCH!!

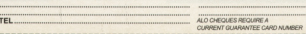
ORDER COUPON PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO KRAZY KONSOLES

P&P ADD £1.50 PER GAME FOR NEXT DELIVERY, MACHINES £10.00 24 HR COURIER.





NAME .... ITEMS .... COST P&P
ADDRESS ....



TEL ....

ALO CHEQUES REQUIRE A CURRENT GUARANTEE CARD NUMBER

TOTAL ....

SPEEDBALL 2

Here's the complete guide to this futuristic sport, sent in by high-tech warrior Henry Faz Hockly of Warminster, Wiltshire.

Best of the best

If you've new to *Speedball 2*, you need to know which are the best teams. In Division 2, Steel Fury and The Renegades are pretty good and in Division 1, Super Nashwan and Turbo Hammers top the lot.

What you've gotta do

In League Mode, you have to be in first or second. position by the end of the 14-game season to have any hope of getting into Division 1. If you get this far, you have to win a play-off against a sad Division 1 team like Rage 2000 to earn a code for the first division.

Key to success

If you have trouble getting into Division 1, the code below is the end of all your problems.

LBHe 2bSt Ry3d ckpk cGVC xzow MBOL
This code puts you into Division 1 with four Division 1 players — Jenson (Def), Jams (Fwd), Cooper (Def) and Quaid (Mid) — and four Division 2 players — Shorn (Def), Casa (Fwd), Media (Fwd) and Bodini (Def). It also puts 1146 credits in the bank.
NB The players are in the wrong positions so you have to sub them then put them in the right places. (You won't see Jams at first as the code makes him as a sub.)

When you've rearranged the players and before you take the drop-outs to the gym, the fixtures board should look like this:

DEF 219 **MID 139**
ATT 207 **SUB 128**

Take your two drop-outs to the gym and improve them. Notice the grey bar extends. At the end of the season, they can be worth 1080!

As good as Graham Taylor

If you choose Team Manager Mode, players cost more than in League. You can't use codes, so every time you start a new season you're at the botton of Division 2 with of 12 drop-outs (nine players, three subs) and 1100 credits.

Go to Fix and see who you're playing. If it's *not* Raw Messiahs or Revolver, reset and keep trying till you're matched with one of them. You should have little trouble scoring at least two goals before half-time.

It's important to collect as many coins as possible. When the match is over, there'll be at least one player on the market. Buy him then improve your goalie in the gym (unless you bought a defender) — he's an important guy.

You're ready for the second match. Go to the fixtures board (Fix) to see how you compare to the other team.

Remember to beat up as many red guys as possible — you earn as many points for injuring a bloke as for scoring. And if you've control of the Score Multiplier, it's mega-points time. Good luck!

SUPER KICK OFF

Here are profiles of the hot and not-so hot-footed teams by young football ace **Andrew Barnett** of **Fareham, Hants**.

UNITED: Good team, this — quite fast, good passers. Gibbons and Strachen foul occasionally.
ROVERS: Quite slow but skilled, especially Gerbet and Woodly, the two attackers. The goalie, Hall, is total rubbish — slow, with all the skill of a cucumber. The other 'keeper isn't much good, either.
CITY: Their fouling players are very frustrating, but quite easy to beat after practice. No key players.
RANGERS: Frustrating team who thrive on your mistakes. Average speed and skill. Connely, Hardiman, and Wrigley are quite good.
WANDERERS: Good defence and midfield, particularly Lyle and Vickers. Hyde's an excellent defender, use him as number four in the 5-3-2 formation.
ALBION: Probably the worst team. Slow, boring and no skill. Derkin, Martin, Parker and Frazer are the ones to watch.
PALACE: Average team, good midfield. Key players are Rimmer and Valentine.
FOREST: Good tacklers and defence gets them on the the fast break. Taggert's a fowler but a good defender.
ENGLAND: Good speed and skill, especially in defence. Joule, and Knott are excellent, Farrow's very fast and a useful attacker!
FRANCE: The froggies are good defenders, although they foul quite a lot, Satin especially. Vaton's too good to be a sub.
GERMANY: Skilled, hard to beat. Thrive on mistakes so don't give away corners. Danielson's a good midfielder. Johansen likes a foul now and again.
HOLLAND: Good midfield. Most players are quite good, especially passing.
SWEDEN: The boring team. Reasonable midfield, fowl occasionally. Filip and Percy are good in midfield.
BRAZIL: Excellent speed and skill. Vaz is a good attacker, Jesus isn't — use Gill instead.
ITALY: Like Brazil, very fast, but they don't have as much skill. Excellent all-round players. Fulvio's the better keeper.
SPAIN: Not good in defence but quite speedy. The goalie's very slow and drops his catches — take advantage. The other's just as bad. Good attack, pick Frutos and Martin.

■ **WORLD OF ILLUSION MD**
On the shipwreck level, go up the steps and down the hole to find a secret room with a life and cake in it.

■ **POPULOUS MD**
You can go to any level simply by entering any number between two and 494.

BLACK HOLE ASSAULT CD

If you want an invincible cyborg and can't eat three Shredded Wheat, go to the options screen and enter your name as MUTEKI. Exit and go to Operation BHA. When asked to select your name, enter MUTEKI. Sstart the game and you should be invincible!

Big thanks and stuff go to Ian Hewitt from Wigan, Lancs for the above cheat.

GAME GENIE

It's time to give your favourite lamp a rub and summon the Game Genie. Yes, the top Arabian tipster who looks a bit like a cartridge and has a sparkly green light! (What are you on Paz?! —Ed.) On with the codes!

ROAD RASH 2

RH6A86YJ	MASTER CODE — must be entered
ZASTAC58	Start with £250,000 (player A)
ZATAAC5W	Start with no money (player B)
BESTAAEG	Start with Diablo 100N (player A)
B2STAAEG	Start with Diablo 1000 (player A)
BETAAAD4	Start with Diablo 1000N (player B)
B2TAAAD4	Start with Diablo 1000 (Player B)

STREETS OF RAGE II

AW7TAA7J	Infinite lives (both players)
PBFAAAHA	Apple restores full energy
LBFTAEAY	Cash bag worth 25,000
PKFABNOJ	1-Up worth three lives

ROLO TO THE RESCUE

DJ8AADYE — Invincibility, infinite lives and full map
Make sure the Game Genie's switched off (down) then enter the code and press Start. When Rolo and his friends walk onscreen, turn the Genie on (up) and press Start. The screen goes black. Press [A] and you return to the title screen. Turn the Genie off and press Start for the above effects.

■ **AMBITION OF CAESAR MD**
Stage 2:
L3FHPOZNGW
Stage 3:
NXDS5PJSWF
Stage 4:
O5TCJJSP5B
Ending:
GREBDQ3UH

■ **BATMAN MD**
When you're under attack, press Start to pause the game. Hold down [B] and press Start again. The baddy should cause no more damage.

DODGY TIP OF THE MONTH

And welcome back to this most suspect of sections. This month we've got a dodgy golf tip from John Lower and his Uncle Daz.

They reckon in *Arnold Palmer's Golf*, hitting the ball a hundred times it brings up the Game Over message. Press buttons [A], [B] and [C] quickly... a *Fantasy Zone* game appears! Come on, Uncle Dazza, are you telling porkies or what?

Answers on a postcard to the usual address, please!

DRAGON CRYSTAL

David Wood from **Ashtead, Surrey**, has responded to a young child's plea which was placed in Stuck In A Rut last month. Said infant was having a spot of bother with *Dragon Crystal* and without a thought for his own safety, David picked up his pen and jotted down these fab tips!

POTS

Wither .... Decreases stamina
Slow .... Slows you down
Fog .... Restricts sight
Reflex .... Increases AC
Freeze .... Paralyses you
Min Heal .... Small percentage heal
Mid Heal .... Medium percentage heal
Max Heal .... Full hit points restored
Cure .... Rids you of poisons

BOOKS

Blank .... Nothing
Bless .... Cures curses
Blade .... Increases PW
Nodust .... Stops armour turning to dust
Confuse .... Makes you dizzy
Shift .... Teleport to another part of the level
Potion .... Turns all potions held to mid-heal

RODS

Time Travel .... Skip to next level
Wind .... Blows the enemy away
Flame .... Burns enemy to a crisp
Flash .... Blinds the enemy
Spirit ..... Causes an enemy to come before you
Drain .... Swaps your stamina with an enemy's
Thunder .... Burns enemy

RINGS

Ogre .... Increases PW
Shield .... Increases AC
Food .... Conserves grub
Magic .... Gives magic energy
Toy .... Nothing
Sight .... Easier to find entrances
Heal .... Heals you!
Shift .... Cursed, moves you around the level
Cursed .... Prevents you using other rings.

Cheers, David, that should give our rutted adventurer a hand!

STUCK IN A RUT

Time for our regular question and answer column. Not many this month so let's make a concerted effort to help these unfortunate souls.

Ian Armstrong from **Barrow-in-Furness** is having trouble with ***Alex Kidd in High-Tech World***. He's had the game for six months and still can't crack the first level. If you've got the know-how, Ian would love to hear from you.

Leroy Philips from **Balsall Heath, Birmingham**, is having trouble with his new **Mega-CD** game, ***Black Hole Assault***. He's finding robot-bashing a tad more tricky than he first thought so if you can offer any tricks and tactics, write in.

And finally, are any of you lot a bit smokey at ***Rainbow Islands*** on the **MS**? 'Cos **Deepak Patel** *from* **Wyke, Bradford**, is having trouble mastering his multi-coloured arches. Help the guy out!

And that's it for this month — short, sweet and beautifully petite. More pleas and the like next time. Until then, may the Force be with you!

QUACKSHOT

Here's a totally radical guide to Disney's MD platform romp, sent in by **Kevin Gordon** from **Shoeburyness, Essex**.

Start at Mexico. At the end there's a temple where a woman says you need the hero key to get in. Go to Duckburg. At the end, the policeman gives you the key.

Go to Mexico and enter the temple. At the end, Goofy gives you a scroll and red suckers. Go back to Duckburg and use the red suckers to climb the wall on the right. Make your way through the section to get the bubble gum blower and ammo.

Go to Transylvania and into Dracula's castle. Kill the big vamp by shooting upwards with your suckers to earn the real treasure map. You need the Sphinx tear to enter Egypt's pyramid so go to the palace and take the challenge to fight the tiger in the garden.

To kill the tiger, stand in the middle where he can't get at you. Use your bubble gum blower and duck when necessary. Return to the king and he gives you the sphinx tear.

Go to Egypt and open the pyramid. You find the Spectre of Ray. When the roof comes down, jump at the stone with a sun on it, then moon and star.

At the end of the South Pole level, melt the ice block with the Spectre of Ray and collect the Viking key. Go to the ship, where the captain says ghosts have taken over. Take back the ship and he gives you green suckers. Use the Viking key to get in.

Go back to the South Pole and right. Hang on the birds by first firing green suckers at them. You can't get to the next section but find the Viking diary in one of the ice blocks. At the end it's stolen and you automatically go to the hideout to retrieve it.

Then you go to the treasure island!

ACTION REPLAY

Loads of codes time! There are fantastic cheats for *Crüeball* and *Streets Of Rage II*, where you and a a pal can both play the same character, ie, you can both be Skate as you battle against Mr X!

CRUEBALL

FF8432XXXX	Score x10,000 (0–9999)
FF8434XXXX	Score x1 (0–9999)
FF8439000X	Volume level select (0–9; 9 is a hidden level)
FF843B000X	Score multiplier (0–5)
FF843D0001	Infinite balls
FF843F000X	Number of extra balls (0–5A)
FF8443000X	Number of times 50K's shot (0–3)
FFB49100FF	'Top Gate' dropped
FFB50C0001	No 'wall' guards

STREETS OF RAGE II

FFEFOD0002	Axel
FFEFOD0004	Blaze
FFEFOD0006	Skate
FFEFOD0000	Max

Enter a character code, leave the Action Replay off and start the game. Player one should choose a different character. Turn the machine on and voila, two of the same!

Those codes were discovered by our Number One tipster, Andrew Storr. Keep up the good work, mate!

ROAD RASH 2

FFF4DCXXXX	Money x 10 for player A (0–FFFF)
FFF4DEXXXX	Money x 10 for player B (0–FFFF)
FFF4CF000X	Level select for player A (1–5)
FFF4D1000X	Used with above code
FFF4D3000X	Level select for player B (1–5)
FFF503000X	Bike for player A (0–F, where F is a special bike called Wild Thing 2000)
FFF505000X	Bike for player B (0–F, F is Wild Thing 2000
FF05BF000X	Number of Nitros (0–8)
FF05CF000X	Number of Nitros for player B in head-to-head (0–8)
FF06C400FF	Never hit certain objects (doesn't work in head-to-head)
FF0A74OOXX	Current speed (0–7F, where 7F is 327mph)
FF0EF400XX	Current speed for player B in head-to-head (0–7F)
FF0A7B0001	Bike can reach maximum possible speed
FF0EFB0001	Player B can reach maximum possible speed in head-to-head
FF0ACD000X	Weapon carried/hitting
FF0F4D000X	Player B carried/hitting method in head-to-head
FF0AD300FF	Player always stays on bike — bike can't be wrecked!
FF0F5300FF	Player B always stays on bike in head-to-head (bike can't be wrecked!)

Thanks to **Mr Storr** and **Mark** at **Datel** for sending us the codes!

WONDERBOY 3

Type in WEST ONE 0000000 for infinite lives (try it with spaces then without them). Enter the door below the shop and destroy the block. A question mark appears. Get it and jump through the door.

An orange disk now appears. Keep jumping on it until you change into hawkman. Exit the room then select Crystal, Sword, Heavenly Shield and Hades Armour (in that order) and you should have infinite hearts. Thanks to Stuart McDonald for that tricky little tip.

SUPER FANTASY ZONE

Here's a fantastic end-of-level boss guide to this cutesy shoot-'em-up, courtesy of David Harvey from Watford, Herts.

Boss 1: Use the laser weapon. When he opens his mouth he spits out a seed. Stay above it and when it explodes the shrapnel won't kill you. Fly down the side and shoot him until he dies.

Boss 2: Use the seven-way shot. Shoot away the top-left cannons first then sort out the side with the least amount of firepower. Exploit this weakness and destroy the other cannons.

Boss 3: Buy as many backfire weapons as possible. Shoot him in the mouth and when he sucks you in, let rip with the backfire. Don't get too close to his mouth.

Boss 4: Use heavy bomb or shower bombs. Stay above him and wait until his arms move from his head then drop your bombs. Keep an eye out for his bullets. After a few hits he's a gonner!

Boss 5: No wonderful weapons needed, just a good engine. Pick one and shoot him when his eyes open.

Boss 6: Similar to Boss 2 but more unpredictable. You need rubber boots to walk on the floor and ultra-bombs. Drop the ultra-bomb on the top-left cannons and shoot away the cannons on the left. Go over to the right and do the same again.

Boss 7: Probably the hardest boss in the game. You need a good engine and a laser. Shoot him in the eye and he splits up. Keep shooting the mini-bosses until they stop moving.

Boss 8.1: You now have to face all previous bosses! If you survive, you need a good engine to blast this boss. Shoot the windsceen out of the giant Opa-Opa. When he moves back, he tries to drop a weight on your head. Keep dodging and shooting.

Boss 8.2: Keep on the move and stay away from him when he turns into a ball. Every now and again he opens up, revealing a sensitive spot. Shoot him there and after a while he's yours.

Sit back and watch the end-of-game sequence!

■ VERYTEX MD
During the game, hold [A], [B], [C] and Start. Still holding the buttons, tap Start rapidly to get extra lives. For an instant shield, do the same but hold Right and hit Start at the end of the sequence.

■ GYNOUG MD
Access a secret easy level by highlighting the difficulty setting and pressing [A], [B], [C] and Start together. For infinite credits, hold down [A], [C] and Left on the Game Over screen. Finally, go to the options screen and hold down [A] for 15 seconds for a level-select!

■ STEEL EMPIRE MD
To start with 99 bombs, plug in a second joypad and press [C], [A], [C], [A], Start and [B] on the ship select screen. For 99 lives, set the options to Difficulty: Hard, Stock: Two, Credit: One and Sound Test: 65.

■ WANI WANI WORLD MD
To start with 200 lives, reset twice when the Sega logo appears. If the cheat's worked, a question mark appears in the lives counter.

■ ULTIMATE TIGER MD
For a stage select press UP, DOWN, RIGHT, LEFT and START on the title screen.

■ WARDNER MD
To change the demo graphics press [A], [C], UP and START on the title screen.

BATMAN RETURNS

This guide was sent in by **Matthew Rich** from **Solihull**. It picks up from Stage 2. Always take the first route.

Stage 2

Walk along and swing up to the second platform. Hop onto the moving walkway. At the pillar, swing up to the platform. Walk right, jump down and and collect the heart.

Keep jumping from platform to platform until the top of the screen. Walk right and fall off the platform to the bottom of the screen. Continue right, kill the rocket man and walk offscreen.

To kill Catwoman, first use all of your specials then keep hitting and dodging. If she touches you, most of your energy's lost.

Stage 3

Walk right, drop onto the roof, walk along and jump up onto the platform. Drop off and walk to the end of the ledge. Using your Bat-rope, grab the platform above. Holding right on the D-pad and keep pressing button [2].

At the end of the thick platform, drop down slightly then throw out your Batrope and grab the thin platform above. Pull yourself up and jump onto the platform. Walk left, pick up the heart then go right.

Walk right, drop off the platform, walk to the end of the ledge and grab the one above. Hold right on the D-pad and repeatedly press [2]. Drop off the end and pick up the special, then go back to the start.

Walk right, jump onto the first then second platform, walk right and drop off the end. Continue right, fall onto the platform, drop down onto the ledge then walk left and pick up the heart.

Go right, walk to the end of the platform and grab onto the ledge above. Move along and drop off the end. Keep walking right and jumping up onto the platforms until you reach the final screen.

To kill the boss, use your specials then walk up and hit him with your Batmarang on powerful. When he throws rocks, duck.

Stage 4

Jump onto the first platform then the second. Pick up the special icon, walk off the platform then drop onto the water fountain and duck. Change your Batmarang to long range and kill the rocket man. Jump across the fountain and onto the platform below then walk right.

Go right, fall off the pipe, walk left to the wall then pick up the heart. Right, kill the rocket man, jump up the steps and walk right. Go to the end of the ledge and jump through the waterfall. Walk right and jump through the second waterfall.

Jump to the platform above, walk left and jump through the waterfall. Left and jump through another waterfall. Use the Batrope on the head above and swing across. Climb onto the platform above using your Batrope.

Jump over the head, pick up the heart and special icons, then walk right. Jump across the second head and walk offscreen.

Catwoman again! Use the same technique.

Final Stage

Walk right, jump up and walk through the black door. Rght, fall off the first two waterfalls then jump right onto the square block. Select long range Batmarangs and kill the lady. Drop to the square below and pick up the special.

Jump onto the square the lady was on. Throw your Batrope diagonally to the square above, swing across and walk through the black door. Walk right and just before you fall off the waterfall, jump up and through the door.

Go right and jump over the rocket man. Fall off the first waterfall, walk to the end of the second and wait for the two blocks to come down. Jump onto them and throw your Batrope diagonally onto the barrel above. Swing across to the ledge, wait for blocks to come down then keep jumping right and go through the door.

Walk to the edge of the waterfall, quickly jump across the blocks — they fall away when you touch them — then jump through the black door. Walk to the edge of the first waterfall, select long range Batarangs, kill the woman and jump onto her platform.

Walk to the edge of the platform and jump right, holding right on the D-pad (don't glide down). You should land on the platform below. Keep jumping up from platform to platform until you come to a waterfall.

Wait for a barrel to come down then jump on it and step off onto the block below. Jump up onto the right-hand barrel then right onto the ledge. Pick up two specials, walk to the edge of the block then jump right, glide down and walk through the door.

To kill The Penguin, use powerful Batarangs. Hit him until he flies then jump and hit him with your Batrope. To kill him when he's in the air, duck first. Use all of your specials then keep hitting the duck and dodging the missiles. Batty's soon victorious!

SEGA FORCE SPLITS IN TWO!

No, there aren't going to be two **Mat Yeo**'s (boo! —Mat Yeo Fan Club), but there are going to be two SEGA FORCEs! One will concentrate on the 8-bit sid, the other on MD and Mega-CD.

So where does that leave tips? Bloody everywere! Both magazines will have their own tips section — The Cheat Chamber lives on! Enough of future events, back to this month and back to my moan!

Here's a little reminder of the ***Sonic 2*** cheats we've printed: *every single one of them!* Yep, there hasn't been a single cheat, players' guide or tip that hasn't appeared on these pages, so please, no more! I need more players' guides, more maps and more everything — apart from *Sonic 2* and *Ecco*!

Send all other cheats, maps etc to **Paz** at **SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**



Reviewed!

Kilbaba the Madman is no more. But his son lives — and he's out for revenge! Electronic Arts bring the Mega Drive's second 16 Meg and sequel to their smash hit, Desert Strike. Time for your briefing...

It was a year ago that the dreaded Desert Strike conflict arose. A dictator invaded a peaceful oil-producing country and acted all high and mighty. Hostages were taken and threats issued.

Enter the American Air Corps and exit all hope of a peaceful end to the situation! Once the boys were in town, extreme violence had to follow, thus setting the scene for EA's first 'Baba-busting game.

A year has passed and the people of South Asia can sleep safe in their beds. Unfortunately for the Yanks, the dictator's son is hell-bent on revenge. He's teamed up with a South American drug baron and together they intend to destroy America!

Daddy Kilbaba left his son a few nuclear missiles in his will. With these as bargaining tools, Kilbaba Jnr soon found enough money to support his plan. Now he's amassed enough hardware to begin his campaign of evil and it's up to you as a gung-ho pilot to stop him dead in his tracks!

Black day, White House

The madman's first attack takes place in Washington DC, where he launches an assault against the White House. Luckily, intelligence reports give advance warning so you've a bit of time before all hell breaks loose.

He intends to blow up the White House and assassinate the President so you'd better stop him! If you save Washington, it's on to the next theatre of war, and so on.

We know what you're thinking: all chopper and no variety. Have we got news for you! Not only do you have control of the super-fast, super-secret Comanche Helicopter, you also get the chance to have a razz in an armoured hovercraft, a Special Forces motorbike *and* a hush-hush 'they don't exist, honest' Stealth Bomber! So you've got to learn how to control four different vehicles!

And don't think that you've just got sand to con-

Jungle Strike has arrived in all its 16-Meg glory! US intelligence has revealed that a terrorist army has been formed by a homicidal madman. He's the son of the *Desert Strike* villain, General Kilbaba. Called out of semi-retirement, your mission is to stop him.

There aren't just helicoptors to pilot in this smart sequel. Control a hovercraft, folks.

Above: The first campaign's set in Washington DC. Missions include saving monuments and lives.

Ade shrieks... *'THE BEST OF ITS KIND ON THE MEGA DRIVE'*

Strategy fans, your dream has come true. The greatest game of the genre has landed on the Mega Drive. The 16 Megs have been stretched to their limit — this campaign appears twice the size of the original.

Jungle Strike is far more playable than its predecessor. There's a helluva lot more to do. Rescuing the President, locating nuclear weapons and saving the lives of those wee civilians takes time and bucketloads of skill.

I'm relieved to find the control method's without fault. All manoeuvres are spot-on, leaving you to get on with well-planned blasting. The inclusion of new vehicles is a neat idea. The Stealth fighter is a mean mutha — you should have no problems kicking ass with this machine!

Graphically, *Jungle Strike*'s superb. All visuals are extremely well detailed and there's a huge variety of sprites and backgrounds throughout the missions.

Desert Strike was one of the best strategy games on the Mega Drive. With *Jungle Strike*, Electronic Arts have surpassed all my expectations. If you liked the first, you'll love the second. More to do. More to view. ***ADE 94%***



Mat chatters... 'AMAZING PLAYABILITY AND LASTABILITY'

'Copter load of this! *Jungle Strike* is packed with weapons and fiercely patriotic American action. It may sound corny but it's bloody good fun. You're given a big helicopter and thousands of rounds of ammunition to blow away ghastly terrorists, burn opium fields and explode tanks.

Once you've mastered the controls, you're won over by amazing playability and lastability. This is a 16 Meg game so it's twice as big as its predecessor — and twice as good!

The graphics are brilliant. There are masses of colourful explosions and life-like hostages to rescue; you get pangs of remorse when you have to leave one behind. The sound is superb, gunfire, explosions and the constant churning of the helicopter blades kinda take me back to 'Nam!

Jungle Strike is the best shoot-'em-up I've seen in a long time. The graphics are cool, sound is brilliant and gameplay, while quite difficult, is totally addictive. I've been in front of the screen so long I see helicopters in my sleep and keep thinking I'm Chuck Norris! **MAT 96%**

Above: For a real test of skill, attack the Snow Fortress. The excellent co-pilot, Wild Bill, is a captive there. The icy plains are crawling with enemy troops and armour.

Below: The fifth campaign sees you speeding along narrow roads on a Special Forces motorcycle. This two-wheeled terror is armed with cannons and landmines.

STRIKE

DRUG DUDES

AMMO TRUCKS: Appear in each campaign. Find them on the roads and shoot them for extra ammunition and supplies.

MOBILE BATTLE CANNON: Has one of the highest armour and power ratings. Moves like the wind. Strikes hard and fast.

ATTACK VAN: Used like the HARVs but a lot faster. The top window is usually occupied by a terrorist with a rocket launcher.

ARMOURED CAR: Have an armour value of 150 points. They're very fast and often used as back-up for the attack vans and HARVs.

HARV: These heavily-armoured trucks are used as speedy transport by the terrorists. Watch out for a figure firing from the roof.

OIL TANKER: They supply the enemy with much-needed fuel. Blow them up and collect any fuel drums they leave behind.

ABRAMS M1 TANK: An extremely tough piece of armour mobilised with high-speed tracks. Use a few Hellfires to get rid of 'em.

Left: The vile drug lord has nicked off with a US Stealth fighter. Your mission here is to find and use it against the drug lord's forces.

Above: The madman makes his bases in all kinds of places. The frosty wastes play havoc with your helicopter's sensitive equipment.

Some of the enemy tanks are very tough to destroy. Forget cannons or fancy manoeuvres. Simply blow the suckers away with a well-placed Hellfire missile.

Above: The helicopter you fly through most of the game is a state-of-the-art Comanche. It's armed with Hellfire missiles, Hydra rockets and a powerful cannon.



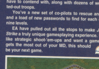
tend with, either. The drug baron's hideaways stretch from the shores of South America to the frozen wastelands of Alaska, taking in tropical jungles and state capitals along the way!

So with all these locations, you'd expect a few missions. How does 50 grab ya? Each scenario's packed full of dangerous tasks, from finding the hideout of a sniper to blowing up the drug fields of Colombia!

This time around the baddies have mastered many new talents and you come up against a whole new array of weapons. Apache helicopters (like the one you used in *Desert Strike*), Patriot missiles a M1 Abrams tanks are just some of the weapons y have to contend with, along with dozens of well k ted-out troops.

You've a new set of co-pilots to rescue and u and a load of new passwords to find for each of t nine levels.

EA have pulled out all the stops to make *Jung Strike* a truly unique gamesplaying experience. If yo like strategic shoot-'em-ups and want a game th gets the most out of your MD, this should be your next game.





Left: The jungle isn't a nice place to be at the best of times. There are terrorists crawling everywhere and the madman's incredible firepower waits behind each bush. The drug lord is building nuclear missile silos in the jungle. Find the construction sites and blow them up.



Left: Campaign 7 is the River Raid. Your first task is to leave the safety of your helicopter and hop into the high-tech seat of an F-117 Stealth fighter. The plane is located near the centre of the map. Destroy the guards and land on the helipad to swap craft.

Below: Anything you can do to damage the madman's forces helps later on. Knock out electrical instalations to hamper the flow of power to the drug lord.





Above: The madman's training camp is on full alert in Campaign 3. Your objectives include securing the landing zone, knocking out the mobile radar station and rescuing a captured communications expert.



Left: Protect the President's motorcade from terrorist attack in Washington DC.

Right: The controls for the helicoptor have been improved for the sequel. They're more responsive and easier to get to grips with. 'Jinking' is useful as it lets you bank the chopper to the left or right and avoid being hit.



Left: Gotcha! Another successful strike for the ace helicoptor pilot. Medals all round and home in time for tea.





Paul beams... *'STUNNING'*

Like a long-awaited Big Country single or a tour by The Wonderstuff, some things in life are worth waiting for. After seeing gorgeous screenshots flashed across magazines, I waited with bated breath for *Desert Strike* and it didn't disappoint.

To say I was keen to get my mitts on *Jungle Strike* is an understatement. 16 Megs' worth of fast-flying action — what bliss! So the big question is, was it worth the wait?

Yes! I'd have waited another year for a game like this 'cos it's way ahead of its time. The gameplay's *so* involved. Every mission gives a sense of urgency and the varied backdrops, assignments, enemy and vehicles give *Jungle Strike* the kind of variety that's worth anyone's 40 quid.

By looking at the screenshots and reading the review, you'd be mistaken for thinking it's simply a revamped *Desert Strike*. Okay, you've got three new vehicles to choose from, but the gameplay looks and feels the same, so what's the difference?

Simple. *Jungle Strike* takes the idea of the original one step further. It's unfair to label *Jungle Strike* as a straightforward sequel: the missions are more involved, meaning you have to use your brain as much as your trigger finger! You have to think and concentrate to do well.

With 16 Megs to play with, you'd expect graphics and sound to be near-perfect, and to a great extent they are. The music gives a tense feel and graphics are nothing short of superb. The speech, however, is very dodgy — I got the feeling they were running short of memory when they let GI Joe have his say!

But all in all, *Jungle Strike* goes down as a strong candidate for Game of the Year. It's on a par with *Flashback* and shows that with a little effort the MD can still whup the SNES's butt.

PAUL 94%

The status screen tells you how you're progressing in the missions. Anything indicated in green means it's been completed or destroyed; anything in red means you've still got something to do before you complete the scenario. Opposite you can see the fuel depot and missile silos have been destroyed but the drug fields and troop bridges are still intact. Since the madman gets his money through the production of heroin, you'd better go back and blast some turf!

Above: The madman's bunker is one of the last missions in the campaign. It's heavily armoured and takes loads of hits so make sure you stock up on those ammo cases.

Careful with those rockets! We don't want to spoil Mrs Clinton's mid-day nap!

The mad general has scavenged the remnants of his father's nuclear arsenal and hidden them deep in the jungles of South America. Unfortunately for him, you obtained the whereabouts of these mssiles and set about destroying them — and it looks like you did a pretty good job! Mind you, you did have a Stealth fighter to play with! It's got unlimited ammo and fuel so you can take your time lining up targets.

SF Rating

80 PRESENTATION
● Password system, choice of co-pilots and adjustable control of the helicopter

89 VISUALS
● Detailed, realistic sprites, silky scrolling — although the explosions are a bit crap!

82 SONICS
● Great tense soundtracks and meaty sound FX, but speech is very unimpressive

90 PLAYABILITY
● Easy to play. All the vehicles have instinctive control methods

95 LASTABILITY
● So many missions to complete and bad guys to destroy, you'll play this for months!

94 FORCE
● The best EA game so far and a fantastic follow-up to *Desert Strike*. A must-buy

● PRODUCER: ELECTRONIC ARTS
● MD: OUT JULY
● PLAYERS: 1 ● PRICE: £39.99



Reviewed!



'It's heading toward the city!' 'Look at the size of that thing!' 'It's crushing everything in its path!' — and similar monster movie clichés. Why bother wearing an uncomfortable rubber suit and making dozens of balsa wood buildings? Buy this instead, it's much less hassle!

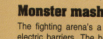
Poor old Tokyo. For years, this high-tech city has been the setting for destruction on a massive scale. The cause of this damage? Gigantic monsters!

Based on the arcade game by Takara Corp, *King Of The Monsters* features one- or two-player hard-hitting, fist-flying, bone-breaking action with creatures straight out of tacky B-movies.

The action's set in eight different locations. You're given the chance to stomp through Castle City, devastate Dragon City, trample over Tokyo and other Oriental population centres.

There are four fearsome fiends to choose from and battle against. Astro Guy is the all-American heroic type with an 'Astro Attack', the bug-eyed Beetle Mania uses his horn to perform a 'Beetle Bop', Godzilla lookalike Geon unleashes the 'Geon Gasher' and stony-faced Rocky lets rip with his 'Boulder Knee-Drop'.

Each of the creatures also has standard moves such as punches, kicks, jump attacks and charges.



Monster mash

The fighting arena's a section of city cordoned off by electric barriers. The barriers deflect the monsters and can be bounced off like the ropes of a wrestling ring.

If a move's performed well, the opponent crashes to the ground and releases a power icon. Collect enough icons and the monster changes colour as he powers up to the next level.

Monsters fight until one loses all his energy. The other monster moves in and tries to pin the creature to the floor for three seconds.

As well as trashing each other, the monsters can earn points by destroying parts of the cities and well-known landmarks such as the Tokyo Tower.

The local inhabitants aren't too impressed with these gormless giants trampling on their town so they send the armed forces to deal with them. The monsters can grab tanks and planes and throw them at each other to inflict further damage.

Beat all the other creatures and become King of the Monsters! SF





Left: Trample over Japan and lay waste to miles of buildings. *King Of The Monsters* gives you the chance to become a mega movie creature!

Above: Astro Guy and Geon face off in Tokyo harbour. Destroy bridges, buildings, vehicles and each other to rack up points.

Mat howls... *'MONSTER FUN!'*

Cor! I remember this game when it was in my local arcade, years ago. There was no better way of spending a Saturday afternoon than trashing half of Tokyo (unless you live in Tokyo, of course!).

The basic idea's sound enough, with two monsters dropped onto a Japanese city and left to kick the crap out of each other. That's all you need to know. Mindless violence on a massive scale. What more do you want?

Okay, there are other points that make *King Of The Monsters* a laugh. The creatures look like they've stepped out of a cheap Japanese film but look good and solid. Some of the moves are awkward and slow to perform. Attacks such as energy waves take too long to charge up.

Sound FX are suitably over the top as two towering creatures lay waste to city blocks, bullet trains, power plants, parks and fun fairs.

The only real problem is the boredom factor. Although each monster has different moves and tactics, the whole shebang gets boring at times. In the two-player game, for instance, there are unlimited continues so fights can last for ages. That aside, *King Of The Monsters* is a blast but remember to try it before you buy it!

MAT 68%



Paul screams... 'I WAS BORED'

The basic idea sounds entertaining: beat the crap out of your enemy while stomping over some poor, unsuspecting city. If you have an appetite for destruction, you'll love it; I was bored after a few minutes.

There aren't many special attacks to choose from and those aren't very spectacular. Using your opponent's head as a pogo stick is fun but the novelty soon wears off.

The monster graphics are great but more time could've gone into making the exploding city. Bashing up the place is a bit like treading on shoe boxes. When you get bored of the zone you're in and try to venture elsewhere, you're fried by the force field pumping you full of volts. Shocking, isn't it?

I found *King Of The Monsters* quite limited. Opponents aren't particularly challenging and moves are pretty repetitive. The idea's great but somewhere along the line it became a mediocre beat-'em-up. **PAUL 62%**

GEON: Godzilla lookalike with a mean temper. Shoots fire from his mouth.

ROCKY: This big, boulder-type guy causes plenty of damage with his size 9 feet.

ASTRO GUY: The square-jawed, all-American hero. Throws beams of energy.

BEETLEMANIA: A bug-eyed insect with a nasty horn. His wings help in a fight.

Above: Astro Guy and Rocky are interrupted by the arrival of Japanese customs officers. That'll teach 'em to pass through the green channel!

MONSTERS

Above: If you're pinned to the ground by a monster, keep pressing all three buttons to throw him off. Three chances are all you get.

Geon's caught in the blast of an exploding ship. Nasty sunburn!

SF Rating

76 PRESENTATION • Options for the difficulty setting and game time, one or two players

82 VISUALS • Large, colourful graphics for the monsters, detailed backgrounds for cities

67 SONICS • Music is basic but works well, sound FX are convincing and over the top

79 PLAYABILITY • Some moves are tricky to perform and take practise. Energy attacks are too slow

72 LASTABILITY • Three difficulty settings provide a tough enough challenge, gameplay's repetitive

65 FORCE • A reasonable colourful conversion of the coin-op but limited in gameplay and lastability

- PRODUCER: SEGA
- MD: OUT NOW
- PLAYERS: 1-2 • PRICE: £39.99



Reviewed!

When the dust settled on a nuked world, the 'lucky' survivors discovered Godkaiser Hell. The only challenger to his rule comes in regular and jumbo sizes.

The end came suddenly. Atomic charges combined with lethal nerve gas brought a swift and silent finale to the last of Earth's resistance fighters. All was silent apart from the monstrous laughs of Godkaiser Hell and his Steelmask Bio-Beasts. It had been a good day for the new leader of Earth and he was enjoying every minute.

As you may have guessed, *Mazin Saga* is another Japanese manga-style beat-'em-up with an all-too predictable plot. An evil bast wipes out mankind, or so he thinks until a band of underground fighters build a weapon to challenge his domination of this once wondrous planet. You take control of the weapon affectionately known as Mazinger-Z.

Your job is to infiltrate the enemies' base and take on the guardians who protect Godkaiser Hell. Defeat him and Earth can start to heal itself, fail and it's doomed to eternal darkness.

The boffins who built you included some wicked moves. You're armed with a razor-sharp cyber sword and a deadly knowledge of the martial arts.

You can run and charge the enemy by double-pressing the D-Pad and if you jump while running you perform a Chakan-like assault as you tuck yourself into a spinning ball and let your sword do the talking!

Twin attack

When you're really in the poo, use your energy-sapping special attack. It's very effective but heavy on your life meter. Sometimes it's the only way to progress.

Godkaiser Hell's minions are a motley crew — expect the unexpected. Each level has its own style of baddy, from leaping ninjas to sinister shape-shifters who morph all over the screen.

If you think they're weird, check out the bosses you have to defeat three times throughout the level. In the first couple of encounters they're in giant form and attack with a part of their body (!).

But when you reach the end of the level, you miraculously grow to match their size and the action switches to a one-on-one fight reminiscent of *Street Fighter II*. Beat up the bad guy and it's onto another scrolling level, where you're back to normal size.

To break up the monotony, some levels see you leaping from boulder to boulder above a gaping chasm, chased by a hungry monster and an ever-scrolling screen. Unsurprisingly, this is well tricky.

Mazin Saga's a red hot mix of ideas, taking the best elements from various MD fighting games and blending them together.

If beat-'em-ups are your style, it's got enough arcade action to warrant a serious look.

Mazin Saga's a game all the way from Japan. It's a hack-'em-up, basically, with the biggest end-of-level-guardians we've seen for ages! Sega are officially releasing *Mazin Saga* in the UK this summer.

Let us take you by the hand and lead you through the streets of Tokyo (below). After a quick walk…

…You sometimes come face to face with an end-of-level guardian (left). Old bone-features takes quite a bit of ousting. Lunge at him then leap over and turn around. Repeat this to be successful.



Ade hums... 'THE WHOLE THING GETS A TOUCH TIRESOME'

Initially, *Mazin Saga*'s pretty enjoyable. Okay, so it's another hack-'em-up, but the confrontations with the big end-of-level guardian's are pretty smart. The animation of these guys is well nifty. There aren't all that many moves, it's best to leap at 'em then slice with your sword.

The visuals are well above average on most stages. There's a nice array of monsters, each with their own attack pattern. The bosses are superb — loads of detail and colour. The sound's okay, some fair soundtracks and good spot FX. Nothing outstanding.

So, you make your way through the first stage and oust the bad guy at the end. What next? Errrr... more of the same, really. And when you've completed Stage 2 and bashed the boss, what next? Errrr... more of the same, really! Yep, you guessed it, the whole thing *does* get a touch tiresome.

It's only when you near the end of the third stage that gameplay changes. The screen automatically scrolls and you have to keep up, jump chasms and race along a dinosaur's arm. It's one of the trickier levels — although that's not saying much, considering subsequent stages are roughly the same as each other.

A good challenge and nice graphical effects but *Mazin Saga*'s no winner. **ADE 60%**

Above: Hey, folks, what's that lying on the pavement? A strand of DNA? *Sega Power*'s next covermount? Paul's brain? (No, it's a power-up actually! —SF team.)

Below: If you're running out of energy etc, don't worry. From time to time, you'll see glittering prizes. Walk over 'em for extra power.

Above: Keep an eye out for the statues in the background. Some of 'em move forward, while others twirl round and round you. There's a ghoul here having a stretch!

The geezer above has put his foot down. He's a big un' isn't he, missus?

Paul says... 'UNIMPRESSED'

I'd never accuse the Japanese of being thick but this Mazinger-Z fellow must be ten pence short of two bob! I mean, he fights through levels in normal size against well armed foes, only to use some magic trick to increase in size to fight the end-of-level boss! Why doesn't he stay that size against the ordinary blokes? All you'd have to do is stamp on them — there'd be no need for that fancy sword stuff!

Enough of logic, *Mazin Saga*'s hybrid of different games works. The normal fighting action is very reminiscent of *Golden Axe*, whereas end-of-level action smacks of *Street Fighter II*. These are the makings of a great game and if the action were a little more varied I'd have no hesitation in giving this a rave review. But even with the duel option and challenging later levels, *Mazin Saga* fails to ignite excitement.

Graphically it's not astounding but well up to beat-'em-up standards and the sound's tolerable. But the action isn't gripping and by the third level even the big bosses left me unimpressed. Don't expect *Mazin Saga* to hold your attention for long 'cos you've seen most of it before. **PAUL 62%**

When we say big end-of-level guardians, we mean big end-of-level guardians. Got any skeletons in your cupboard? You have now! This huge fella takes a swipe at ya with his bony fingers. Jump over his fists and whack 'em when possible.



Above: Having a spot of sword practice before the deluge of aliens appear onscreen. They don't just pop out from the front, watch your rear from time to time!

Above: In the palace, creatures appear from behind walls and columns. Watch out for the ghouls who attack by stretching close to where you're standing.

Above: If sword-slashing is getting a bit too much, use your special powers and perform a whirling manoeuvre. This knocks out aliens who are standing close by.

Above: He ain't heavy, he's my Buddha! Preparing to fight. Who's gonna make the first move? Better be you, 'cos that Morning Star ain't made of cotton wool ya know?!

Left: Strewth! You can fly! The aliens can only watch in dismay as you make your way to the heavens. What? Oh, sorry, you've still three blighters to oust. So, this must be a mega-jump, then? Right, we understand…

Below: A smaller end-of-level fiend on Stage 2. This statue moves out of her crevice and circles you. She casts a spell and flames engulf the area. Make sure you're in the centre of 'em, or get fried!

SF Rating

75 PRESENTATION
- Arcade mode or one-on-one duel. Adjustable difficulty level and sound test

80 VISUALS
- Great, post-apocalyptic backgrounds and suitably oriental baddies

73 SONICS
- Nothing stunning but good nevertheless. Great sound FX, especially on the baddies

77 PLAYABILITY
- *Golden Axe* controls in the scrolling sections, limited moves for the big fights

68 LASTABILITY
- Offers a challenge but very heavy going after a couple of plays

65 FORCE
- A good fighting game but lacks real 'oomph' in the playability department

- PRODUCER: SEGA
- MD: IMPORT
- PLAYERS: 1 • PRICE: £39.99

Neurotic yuppie parents, teachers on the edge, a grandfather back from the grave, an encounter with a babysitter from hell and a plot to blow the city's sewer system sky-high. Sounds zany? Sounds crazy? Sounds like Willy Beamish!





The Adventures Of WILLY B

If you've never been introduced to Sierra On-Line, let us do the honours. They're impresarios of the computer world when it comes to icon-bashing point 'n' click adventure games. Their work has dazzled Amiga and PC players. Now Mega-CD owners get a slice of the action with Sierra's first adventure to hit the machine, *The Adventures Of Willy Beamish*.

Master Beamish has one goal in life: to be the 'Ultimate Champion of the World' video games player. The console in his room is, to put it politely, somewhat dodgy compared to your Mega-CD and Willy hopes to upgrade his hunk of junk so, one day, he'll be Game Overlord — the Sega CD master!

He can't achieve his dream on his lonesome and makes an appeal for an ace gamer to discover his world in all its glory, fathom out where the lad should go, what he should do when faced with nerve-tingling dilemmas and what objects he needs to help him. That ace gamer is, surprise surprise — you!

Horny devil!

There are 50 or so locations to sneak, creep and skateboard your way through in this interactive comic strip. No such luck in the first scene. You see, young man, you're stranded in detention!

Your bestest buddy, a frog called Horny, has a tendency to get in you headmaster's hair — literally! Mr Frick, the no-nonsense Principal of Carbuncle Elementary School, is not a happy man. Your croaking crony escaped from your backpack during assembly and ended up wearing old Frikster's toupé, hence the detention.

It just so happens your favourite tutor (we jest!), Ms Glass, is keeping a beady eye on the class of reprobates. One false move and you'll feel the heat of her acid breath.

Obviously, you're paying no attention to the old hag; you've other things on your mind. You can't shake off the school bully, your father's been kicked out of work, your sister's a God-damn pain in the ass and you ain't got enough pocket money to get to the video game championships.

Willy make it?

Uh-oh, Ms Glass just asked you a question and you didn't hear a word. Time to start sweating, me fella, me lad, old dragon features is set to breathe fire! Here's a situation where Willy leans on you quite heavily— like a ten-ton weight!

'Interaction' is the key word. All the characters talk to you and, obviously, you answer back. Take the aforementioned scene, for example. Ms Glass shrieks: 'Willy Beamish, what did I just say?' To which Willy mutters under his breath, 'Better think of something fast!'

Now it's down to you. Willy gives a choice of three things to say. The options appear in a box and you highlight the answer you think most appropriate. Some of them sound quite rude and sarcastic. If you're unsure, press [A] to hear the statement first. Button [B] delivers the answer.

In this instance, the best response to Miss Glass's question is: 'I've got something stuck in my ear. Could you repeat that?'

There are loads of situations like this one. When you escape the detention class, you confront the school coach who patrols the corridors. Make sure you've got a Hall Pass or a good excuse at the ready.

Toilet humour!

A trip to the John ends in a less than civilised meeting with the school bully. Do you dare be cheeky?

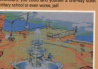
Obviously, the game changes depending on which answers you choose. Discovering what happens when you select a dodgy answer is all part of the fun. But don't go overboard, you *could* land yourself a one-way ticket to military school or even worse, jail!

As well as tons of interaction, *Willy Beamish* also has a 'seek and ye shall find' element. In almost every location, you can pick up objects, press buttons, flick switches, chuck things et al.

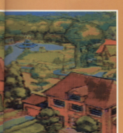
Any object can be plonked in your backpack for later use. If you're struggling to fathom out exactly what an object is, select the magnifying glass icon. If the item's necessary to your future adventuring, a detailed description is given.

Be prepared for a good giggle, *Willy Beamish* has loads of amusing scenarios. You have to lob the frog into your sister's bath to gain a key and retrieve your computer. Feign illness to get out of class for a meeting with the extremely buxom nurse and ensure Horny guzzles loads of fizzy pop to make him jump that little bit higher.

With loads of hidden areas, a built-in shoot-'em-up and a frog-jumping competition, there's never a dull moment in Willy Beamish's neighbourhood but many odd people and quirky situations. Suburbia's never looked so good...







Warren sighs... 'MANY CHOICES LEAD YOU IN CIRCLES'

The life of an American schoolboy's not all comic books, baseball and combination-dial lockers. School and family responsibilities are a drag but unavoidable... and in Willy's case, they're often damn weird, too!

The ugly old teacher and school bully are par for the course — I just wish there'd been a busty blonde nurse at my school! Your mentor and guide through parts of the adventure is the ghost of Willy's grandpa, while the babysitter's only too solid!

These characters are simply depicted as line drawings filled with flat colour but many are well designed and animation's generally good. Similarly, there are some bland, weakly-performed character voices but several great ones. Backgrounds are excellent, utilising a wide yet subtle palette of colours.

Willy Beamish doesn't allow much player freedom. Many of the choices lead you in circles or end the game without warning. They're usually the fun things to say and do, too — you rarely kick out and get away with it. If not for the save option, it would ruin playability.

As Ade says, the sloth-like speed virtually *does* ruin it. *Willy* has Laser Balls (sic) — user-controlled patterns of silver spheres, like those seen in 16-bit computer demos — but they do little to relieve the slow-loading blues. Another failed attempt at excitement is Willy's old-fashioned video game, *Super Space K'Noidtrix*™.

Those who've never played a point 'n' click adventure and fancy the concept should give it a try, but most gamers would be better off nosing through the toy cupboard to relive their childhood.

WARREN 51%

Above: Be it ever so humble... This is a bird's eye view of the Beamish household. It's the source of many of Willy's troubles but a lot of fun, too. Willy's bedroom is full of neat stuff, including his *Super Space K'Noidtrix*™ arcade game.





'Gimme ten!' barks the caretaker. He rules the corridor with an iron fist and bumping into him is inevitable.

BEAMISH

Ade reckons... 'CLEVER'

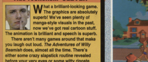
What a brilliant-looking game. The graphics are absolutely superb! We've seen plenty of manga-style visuals in the past, now we've got real cartoon stuff. The animation is brilliant and speech is superb.

There aren't many games around that make you laugh out loud. *The Adventures of Willy Beamish* does, almost all the time. There's either some crazy slapstick routine revealed before your very eyes or some witty riposte from one of the characters. *Willy Beamish* is a clever concept. It's likely you'll find no two games are the same, due to the numerous routes and outcomes.

I've raved on for the past few lines, you'd think I like the game, right? Wrong! I am *so* disappointed. The time it takes to access information from disk or move from location to location is an absolute age. Several times you're left twiddling your thumbs and sighing heavily. Any sense of occasion you get from solving a puzzle is soon stomped on when you have to wait so long for the next enigma.

Sierra On-Line have the makings of a good range of games. *Willy Beamish* is a classy, clever game, let down only by slow pace. Maybe the whole affair would've been quicker on double-disk? Sierra's next offering should be brilliant; I just hope they tweak the speed.

ADE 67%



Above: When Willy finally sneaks out of detention and gets home, he's greeted by the faithful family dog. You can greet the pooch with a nasty thought or take him for a walk.



Bright-eyed, angelic William Beamish! It may look like butter wouldn't melt in his mouth but there are countless devious thoughts in his head — and you've gotta pick 'em!

SF Rating

70 PRESENTATION
● A great intro, no options but the game's classy-looking, so who cares?

76 VISUALS
● A great cartoon feel. Incredibly colourful. Animation is superb

84 SONICS
● Full of amazing speech. Great intro music but in-game tunes are a little dodgy

56 PLAYABILITY
● Loads of interaction and objects to find. Let down by slow disk access

63 LASTABILITY
● Holds a huge challenge. Loads of confrontations and several endings

59 FORCE
● A good-looking, clever affair. The slow pace really lets it down

● PRODUCER: DYNAMIX
● M-CD: IMPORT
● PLAYERS: 1 ● PRICE: £39.99



Cowboys have such a healthy diet: beans, chunky beef steaks, beans, cheap beer and beans! For a welcome breath of fresh air, head for the hills and Capcom's new coin-op conversion.





It's time to get your spurs on, don your wide-brimmed hat and saddle up your hoss in *Sunset Riders*! Play as one of two cowboys and take on the best the west can throw at you. Face Indians, bandits, wolves and other pesky varmints.

SUNSET

Rolling, rolling, rolling, keep those dawgies rolling, man my ass is swollen, raw hide! Ride into the sunset on your trusty nag with your best gun by your side because you're back in the Wild West for the MD's latest arcade conversion.

Sunset Riders is the story of two bounty hunters who have the awkward task of cleaning up their immoral town. You and a friend take the place of the fresh-faced Billy, who packs a lethal Peacemaker pistol, and the rugged Cormano, who blasts bad guys with his hefty shotgun.

Your task is to rescue a whole heap of good-looking gals from the evil clutches of the unlawful townsfolk. This ain't as cushy as it sounds: posses of pistol-packing baddies are out to fill you with lead.

Load of bull

Other obstacles include a herd of stampeding bulls that trample you into the ground if you're not careful and a train level with mailbag collection arches to knock you senseless.

The first of eight challenging stages is set in the town centre, where you kiss the girls in the saloons, if you're lucky, then you graduate to the speeding train level. Later levels include an Indian reservation (sure about that? —Sub Ed) and a rich cowboy's mansion.

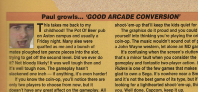
As always, there are collectables to gather on your merry way. Every time you wipe out a bad guy, he drops a bundle of gold and occasional purple bags hold bonus items. Extra energy and rapid-fire guns are also yours for the taking.

Slap on your saddle bags, strap on your holster and get ready for gunslingin' action!

Above: Take a wrong turn and you're in Indian territory. Face the wrath of marauding Sioux, crafty Comanche and blinkin' Blackfoot (eh!).

Left: This camp-looking bloke is Sir Richard Rose, the final boss. He's one tough hombre and doesn't play by the rules. Use the balconies for cover and never stay in one place for too long. You need all your skill to live.

Race across the top of a speeding train in Stage 2. There are villains a-plenty on this stage and the added danger of low bars that pass over the top of the carriages.



Paul growls... *'GOOD ARCADE CONVERSION'*

This takes me back to my childhood! The Pot Of Beer pub on Aston campus and usually a Friday night. Many ales were quaffed as me and a bunch of mates ploughed ten pence pieces into the slot, trying to get off the second level. Did we ever do it? Not bloody likely! It was well tough then and it's well tough now. The gameplay hasn't slackened one inch — if anything, it's even harder!

If you know the coin-op, you'll notice there are only two players to choose from now, but it doesn't have any great affect on the gameplay. All the best elements are there, leaving a first-rate shoot-'em-up that'll keep the kids quiet for ages.

The graphics do it proud and you could fool yourself into thinking you're playing the original coin-op. The music wouldn't sound out of place in a John Wayne western, let alone an MD game!

It's confusing when the screen's cluttered but that's a minor fault when you consider the gameplay and fantastic two-player action. *Sunset Riders* is one of the few games that makes me glad to own a Sega. It's nowhere near a Smash and it's not the best game of its type, but if you're looking for a lighthearted shoot-'em-up, this is for you. Well done, Capcom, keep it up.

PAUL 80%



When your character is hit, he drops $1000. Collect as many coins as possible before they disappear. Extra coins are found once the bad guy's shot.





SHOOT 'EM UP

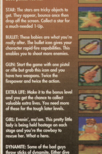
BAG: These bountiful bundles are found throughout each level. Walk over them and fire to receive special goodies and bonus items.

GOLD COIN: Collect coins for extra points. They're dropped by the bad guys when they're shot. Each coin is worth 100 points.

DOLLAR COIN: A good item to find. The dollar coin is a highly-prized pick-up, as it's worth a whopping 2000 ponits. Yee-ha!

STAR: The stars are tricky objects to get. They appear, bounce once then drop off the screen. Collect a star for a much-needed 1-Up.

BULLET: These babies are what you're really after. The bullet icon gives your character rapid-fire capabilities. This enables you to shoot more enemies.



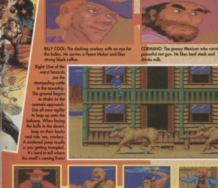
GUN: Start the game with one pistol or rifle but grab this icon and you have two weapons. Twice the firepower and twice the action.

EXTRA LIFE: Make it to the bonus level and you get the chance to collect valuable extra lives. You need more of these for the tough later levels.

GIRL: Evenin', ma'am. This pretty little lady is being held hostage on each stage and you're the cowboy to rescue her. What a hero.

DYNAMITE: Some of the bad guys throw sticks of dynamite. Either dive out of the way or pick the stick up and chuck it back.

HEART: Only found on the Versus game. A vulture drops various objects, including this handy power-up to keep you alive longer.



BILLY COOL: The dashing cowboy with an eye for the ladies. He carries a Peace Maker and likes strong black coffee.

CORMANO: The greasy Mexican who carries a powerful riot gun. He likes beef steak and drinks milk.

Right: One of the worst hazards are the stampeding cattle in the township. The ground begins to shake as the animals approach. Use all your agility to leap up onto the balcony. When facing the bulls in the desert, leap on their backs and ride 'em, cowboy. A mistimed jump results in you getting trampled. It's hard to tell where the smell's coming from!



Simon Greedwell is the money-grabbing wotsit from the first stage.



The fat Mexican on Stage 2 is Paco Loco. Watch out for his massive weapon.

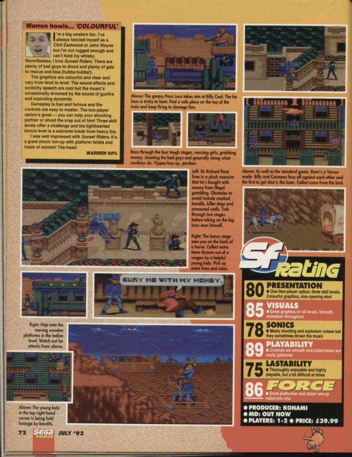


Chief Scalpem is the wild-eyed leader of the Indians. His sister saves him.



The vicious Sir Richard Rose is the last boss to face. Will you defeat him?





Warren howls... 'COLOURFUL'

I'm a big western fan. I've always fancied myself as a Clint Eastwood or John Wayne but I'm not rugged enough and can't hold my whisky. Nevertheless, I love *Sunset Riders*. There are plenty of bad guys to shoot and plenty of gals to rescue and kiss (hubba hubba!).

The graphics are colourful and clear and vary from level to level. The sound effects and scratchy speech are cool but the music's occasionally drowned by the sound of gunfire and exploding dynamite.

Gameplay is fast and furious and the controls are easy to master. The two-player option's great — you can help your shooting partner or shoot the crap out of him! Three skill levels offer a challenge and the lighthearted bonus level is a welcome break from heavy fire.

I was well impressed with *Sunset Riders*. It's a great shoot-'em-up with platform twists and loads of women! Yee-haaa!

WARREN 92%

Above: The greasy Paco Loco takes aim at Billy Cool. The fat boss is tricky to beat. Find a safe place on the top of the train and keep firing to damage him.

Race through the four tough stages, rescuing girls, grabbing money, shooting the bad guys and generally doing what cowboys do. Yippee-kay-ay, pardner.

Above: As well as the standard game, there's a Versus mode. Billy and Cormano face off against each other and the first to get shot is the loser. Collect icons from the bird.

Left: Sir Richard Rose lives in a plush mansion that he's bought with money from illegal gambling. Obstacles to avoid include masked bandits, killer dogs and armoured walls. Trek through two stages before taking on the big boss man himself.

Right: The bonus stage sees you on the back of a horse. Collect extra items thrown out of a wagon by a helpful young lady. Pick up extra lives and coins.

Right: Hop onto the moving wooden platforms in the Indian level. Watch out for attacks from above.

Above: The young lady in the top right-hand corner is being held hostage by bandits.

SF Rating

80 PRESENTATION
- One-two-player option, three skill levels. Colourful graphics, nice opening shot

85 VISUALS
- Great graphics on all levels. Smooth animation throughout

78 SONICS
- Meaty shooting and explosion noises but they sometimes drown the music

89 PLAYABILITY
- Controls are smooth and collectables are easily gathered

75 LASTABILITY
- Thoroughly enjoyable and highly playable, but a bit difficult at times

86 FORCE
- Great platformer and shoot-'em-up rolled into one

- PRODUCER: KONAMI
- MD: OUT NOW
- PLAYERS: 1-2 • PRICE: £39.99

THE WINNING LINE!

AMIGA A1200
Win this amazing 32-bit wonder!
0839 406044

A GREAT GAME BOY
plus a load of accessories
0839 406048

STREET FIGHTER JOYSTICK
or any other Joystick to the value of £70
0839 406045

SUPER NINTENDO AND STAR FOX
The latest SNES action game can be yours
0839 406049

£150 WORTH OF GAMES
Run riot in a game store!
0839 406046

A SEGA MEGA CD
Sound, graphics, games! More Mega!
0839 406047

AGASSI'S DONNAY RACQUET
Win one just like Andre uses!!
0839 404011

MOUNTAIN BIKE
Win the bike of your choice up to £200
0839 404012

SEGA MEGADRIVE
Get your hands on this great console!
0839 406042

A SEASON TICKET
- to the FOOTBALL club of your choice!
0839 404013

TAKE THAT TICKETS
See the boys live at Wembley on 25 July
0839 404014

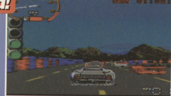
SUPER NINTENDO +STREETFIGHTER II
All the arcade action in your own home
0839 406041

SEGA GAME GEAR
Just the game for those on the move
0839 406043

WRESTLING VIDEOS
Win £60 Worth of wrestling action
0839 404015

£150 WORTH OF SPORTS GEAR
Win this amazing 32-bit wonder!
0839 404016

Calls cost 36p (Cheap) 48p per min (other times). Multiple choice questions. Max possible cost £3.60. Please be sure that you have permission to make this call. Ends 30.9.93. Nintendo, Sega, Amiga, Street Fighter II, Sonic 2, Star Fox, Disney and Harley Davidson are all registered trademarks of their respected companies. We are not related or endorsed by them. For rules and winners names send a SAE to IMS Ltd, PO Box 28, Northampton NN1 5DS.



Jaguar XJ220 places you firmly in the hot seat of one cool car! Race at high speeds through twisting roads and become a champion driver. Travel the world and take on other professionals in a race to the finish to earn big bucks. Drive on your own or against a second player, the split-screen action gives you all this and more. Create your own courses using the track editor. Put your pedal to the metal and burn rubber!

JAGUA

A £400,000 dream machine just rolled into the SEGA FORCE office. Yep, you guessed, it's a 22 carat gold Mega-CD — if only! So we'll have to do with second best, a Jag XJ220. The car's a pant-wetting ride, but is the game a pant-staining disaster?

There aren't many decent racing games on the Mega Drive. Perhaps the Mega-CD will put that to rights with Core Design's attempt at simulating life in the fast lane. Let's see if it comes up with the goods.

For a start, you can't complain about the mode of transport. Nearly half-a-million pounds' worth of metal in your hot little hands. Neat! Put that with tons of options, called up in the blink of an eye, and what more could a racing enthusiast ask for?

Oh, you want more, huh? Well, you've the choice of 32 different circuits spread over 16 different countries. Each circuit has its own particular hazards and, of course, if you travel to colder climes, there's a little matter of the elements to deal with: snow, hail, rain.... just expect an average British summer!

If you're not satisfied with your machine (some people are *never* happy! —Dep Ed), get your mechanics to change tyres, engine etc to achieve optimum performance.

Keeping track

Time to race? Okey-dokey! You won't find the screen layout too unfamiliar. It's the usual 'view car from behind, road disappearing over the hills' affair.

When you're given the signal, press [A] to accelerate. The scrolling's ultra-smooth and roadside objects increase as you approach them. This may sound natural, but in some racing games we've seen stones lying by the track end up bigger than the car!

For a two-player jaunt, the screen splits to accommodate independent displays. Don't forget to pop in the pits to refuel, or just when you think you've got the edge, the Jag runs out of petrol and you grind to a halt!

A nifty feature is the track editor. Select it from the options screen and create your very own circuits. Add bits, take bits out, fling in bends, plonk a few hills here 'n' there, scatter the odd bush or ten where appropriate etc.

When you've completed a race, take a peek at that car of yours. Usually, certain parts will have been bashed or dropped off. On the repair screen, you can view the Jag from different angles, spot any little disasters and get most of them repaired — if you've enough money.

It's a funny old world. You've got a top class machine at your fingertips, why would you want to go scratching the paintwork and knackering the bodywork banging into Lambourghinis and Ferraris? More money than sense, you Mega-CD owners!

Mat roars... *'A WASTE'*

Get your motor running! Head out on the highway! Looking for adventure... and whatever comes our way!

***Jaguar XJ220* is 110% pure racing action; boy racers everywhere will drool in awe and wet themselves with excitement. You're behind the wheel of a £400,000 car and drive at speeds up to 200 mph. What more could you ask for?**

The graphics are hard to fault. The car runs smoothly, the roadside objects are clearly drawn and backdrops are stunning. The CD soundtrack is brilliant. The snippets of speech are crisp and lifelike and the music's great for driving to. It ranges from funky dance instrumentals to raunchy rock tracks.

***Jaguar*'s well thought-out in these areas but unfortunately, after a few minutes play I found it lacks excitement. The windy roads all seem the same and there aren't any decent crashes, just a pathetic little noise when you bump an opponent.**

At first, *Jaguar XJ220* looks like the perfect driving sim but, to be brutally frank, the boredom factor makes it a waste of time and money. ***MAT 59%***

Ade admits... 'GOOD... BUT NOT THAT GOOD'

I've read a lot in the specialist press about *Jaguar XJ220* so I was expecting quite a lot. To be honest, I was a wee bit disappointed. Having played MD *Lotus*, I didn't find this CD racer any more exciting or addictive.

True, the graphics can't be faulted. The scrolling's superb and the perspective works most of the time. The car itself looks pretty nifty and, in two-player mode, the visuals aren't compromised by the split screen.

But there's no excitement factor. I'd expected humongous crashes, smart FX and errrr... more humongous crashes, but hmmm... nothing! You go crashing into the crowds, TV crews and signs at the side of the road without causing any kind of destruction. I didn't feel any sense of speed, either. Shame.

Playing *Jaguar XJ220* with a friend improves gameplay and there are plenty of options to keep you happy. The track editor's a nice inclusion, but things slow down a touch when the disk's accessing.

On the sound front, expect to hear a few stonkingly-good theme tunes, but the sound of the Jag resembles a flock of screeching chickens. Just my opinion, however surreal it may be!

To sum up, *Jaguar XJ220's* good... but not *that* good. Future CD racers will have a struggle to beat it, but it's certainly possible.

ADE 70%

On the Grand Prix option you race against nineteen other drivers. After a few laps you need to drive into the pit stop and fill up with fuel. This slows you down but it's either that or run out of juice. Move off into the race lane afterwards.

AR XJ220

Above: At the end of each race, replace the worn or damaged parts on your Jaguar. Move the cat icon over the desired item and press button C to buy the part.

Above: The races take you all over the world. Courses to compete on include a scorching desert, freezing ice landscape and cavern-riddled mountains. Drive hard!



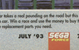
Remember to keep a watchful eye on your speed. The bollards on the side of the track slow you down if you hit them. Brake and steer clear.



As well as the bollards there are other roadside obstacles to avoid. These include crowds of people out watching the race, TV crews, tyre bundles and trees.



The Jaguar takes a real pounding on the road but this is one tough car. Win a race and use the money to buy the expensive replacement parts you need.



Left: If racing on the computer-generated courses isn't for you, use the track editing feature to make your own.

Right: Various weather conditions hamper your driving. Fancy a snow race?

Right: The Jaguar XJ220 is one of the top sports cars in the world. Based on the XJR-11 racing car, the XJ220 has a top speed of over 200 mph.

Below: Be careful when taking corners at high speed. Brake sharply to avoid hitting the barriers.

Above: One unusual feature in the game is the car's CD player. Listen to six funky tracks before the game starts then choose the tune to listen to while driving.

SF Rating

89 PRESENTATION
● Plenty of options, stat screen, awards, plenty of circuits and track editor

87 VISUALS
● Fast scrolling/sprite scaling. Blocky in places, cars are a touch bland

84 SONICS
● Five superb CD soundtracks — pretty funky! No explosion FX

70 PLAYABILITY
● Fairly playable. Good in two-player mode. No real excitement, though

74 LASTABILITY
● Lots of circuits and countries. Track editor to twiddle with.

65 FORCE
● Quite disappointing but future M-CD racers have their work cut out for them

● PRODUCER: CORE DESIGN
● M-CD: OUT NOW
● PLAYERS: 1-2 ● PRICE: £39.99



Left: There are four main options to choose from. Free Practice gives you the chance to race against the top drivers on tracks from around the world.

Right: There are 16 countries to choose from in the World Tour. Move the cursor to the one you want to go to.

BACK FORCE

No7. JUL 92
• 7407 •

No.8 AUG 92
• 7408 •

No.9 SEP 92
• 7409 •

No.10 OCT 92
First official UK preview of Sonic 2 from the *real* chips! Plus a great 100-page novel of the awesome *Smash TV*!
• 7410 •

No.11 NOV 92
• 7411 •

No12. DEC 92
• 7412 •

No.13 JAN 93
• 7413 •

No.14 FEB 93
• 7414 •

First in the world with the real Sonic 2 Level Select cheat!

No.15 MAR 93
• 7415 •

Issue 16 sold out in the shops, but we kept a few back, so if you missed it, get it here!

No.16 APR 93
• 7416 •

SPECIAL OFFER!

Save up to £2

Get any two for only £4.80
Get any three for only £6.90
Get any four for only £8.40
Get any five for only £10.00

SINGLE COPIES £2.50 post included

There are more playing tips and game maps in these pages than you're likely to find anywhere else — and all 100% dedicated to Sega Mega Drive, Master System and Game Gear games. Unfortunately they've proved so popular we're already out of stock on Issues 1 to 6, but everything else is still available, though you'd better hurry with older editions, because they're going fast!

Name..
Address..
....
....
....
Postcode..

Back Number month/issue	Code	Price
Please add postage as detailed below (UK free of charge)		
Europe post add £1.50 for 1–2 copies; £4.00 for 3–5 copies Overseas post add £2.00 for 1–2 copies; £6.00 for 3–5 copies	TOTAL	

I wish to pay: ☐ Cheque/Eurocheque made payable to Europress Direct
☐ Access/Mastercard/Eurocard/Visa/Connect Expiry Date: Signed..........................

Send to: SEGA FORCE BACK NUMBERS, Europress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB (no stamp needed if posted in the UK). *Phone:* 051-357 1275; *Fax:* 051-357 2813



There's always something fishy going on around SEGA FORCE, but this is the first time it's been on the Mega Drive! Paz 'n' Woz pack up their tackle and tackle a packed lunch.



King Salmon's had a mixed reception since it landed (first of the fish puns!) on the Mega Drive a short time ago. It's meant to encapsulate the thrill of a hard-fought salmon fishing competition off the Canadian coast.

You start the day by checking the weather — pressure and conditions affect the salmons' behaviour, the depth they swim at and the ferocity with which they chase bait. Once you've consulted Michael Fish (sorry!), it's into the competition proper.

There are three events and you have to finish in the top three to progress to the next. The opening round sees you fishing for salmon around Vancouver Island. Catch enough of the illustrious fish and it's onto the Kenai River Basin then the Salmon Fishing Derby. Should you triumph in that, set off in search of the world's biggest salmon — enough to keep John West in business for years!

They're not all King Salmon out there, but although catching pink and silver varieties doesn't give championship points, it bumps up your stamina rating and technical experience.

When the boat comes in

It's time to take to the waves and adjust your tackle. *King Salmon* gives loads of options so you can set the right combination of line length, bait and line depth to catch fish. Read the instruction booklet for advice and pay heed to weather reports.

Your set-up's right but how do catch the fish? To hook them, you employ a method called trolling. No, it's not cruising round nightclubs looking for ugly girls, it requires you to slowly drag your bait through schools of fish, waiting for one to bite. If you get too close, they head for deep water and you have to wait until they appear again.

When a fish is attracted, a mini-screen pops up at the bottom-left. To wedge the hook in the salmon's mouth, press up on the D-pad when the rod twitches. Get the timing right and the fight begins in earnest!

The action switches to a horizontally-scrolling fight against the fish and fatigue. Pump the joypad to gradually bring in the fish. When he's exhausted, you can reel him in at speed and weigh your catch.

But it's not all plain sailing. Various problems crop up, often presenting you with three choices which can remedy the situation or make it worse. It's the only part of *King Salmon* which requires prior knowledge of angling.

When you think you've caught enough fish to give a good placing, finish the competition and go to the weigh-up screen. If you've done well it's onto the next event, if not, it's back to Vancouver. You do, however, get a password, so you can continue with the stamina and technique points you've earned.

All-day fishing can be yours — it's a helluva lot cheaper than a salmon fishing permit! Though not quite as tasty.





Ever fancied your chances of landing a prize-winning king salmon? No? Neither do we, but the MD's first fishing game gives you the opportunity to do just that. Select your rod, the line weight, bait and head off into the bright blue water. Trawl the bay until you find a fish and the battle commences. Use too much line or tug too hard and you'll lose the finned fiend. Keep the scales tipped in your favour.



Above: Steer your boat through the water-logged land mass and find the best location to fish.

Above: Use the correct kind of lure to catch the correct kind of fish. The heavier the weight, the deeper into the water it drops. The king salmon lurk in the murky depths.



Paul admits... *'I'M HOOKED!'*

Okay, call me a total sad case and a boring old fart (you're a total sad case and a boring old fart —Everyone), but I really like *King Salmon*. Admittedly, graphics and sound are below par for the MD but the thrill of hooking a fish then fighting it is a real adrenalin-booster.

I beamed with pride when I caught my first King Salmon! Mind you, it's not easy pickings — those big fish put up one hell of a scrap before they finally give in and succumb to their destiny: the freezer section of Safeways!

I can remember all the bad fishing sims on computers in the past. Take it from me, Jackie Charlton should stick to football and forget about fishing games!

So there's *King Salmon*, weird, wacky and, in my mind, quite wonderful. I wouldn't recommend that you buy it unless your a real piscine freak, but if you fancy a change from the usual crop of games, hire it out for a night or two.

PAUL 67%



Warren carps... *'TRULY SATISFYING'*

I used to go fishing when I were a lad, impaling defenceless (but icky and wriggly) maggots on hooks, gazing at a fluorescent orange float and feeding sandwich crusts to the ducks. It's an odd pastime: hours of staring at rippling water, occasionally interrupted by frantic reeling and juggling with a net, only to catch three tiddlers, a rusty skate and a cold.

King Salmon's odd, too. The main screen consists of a deep blue, wavering background to vaguely simulate a bird's eye view of water. You trundle about in a boat, trailing a lure, searching for schools of fish then chasing the little buggers. It's as dull and repetitive as the real thing.

The little fisherman window at the bottom of the screen isn't a great deal of help. Your D-pad presses can be in perfect sync with the childishly-drawn fisherman's rod but still lose the fish — it's often a matter of luck.

That said, when you've got a fish hooked and the screen closes in on a piscine silhouette struggling underwater, it's genuinely exciting. Actions such as reeling in the fish, pulling up the rod and letting out the line to calm a struggling salmon are tense. Tricky situations — running out of line, a jumping or diving salmon etc — add welcome variety and landing a weighty catch is truly satisfying.

MD gamers who also enjoy fishing will love *King Salmon*, it combines the two in a remarkable enjoyable manner. But if your fish usually come in handy oblong lumps and covered in crispy batter, forget it. **WARREN 47%**

Above: Whoops! You're not the only one fishing in these deep waters. Watch out for other boats. Too many collisions and it's Game Over. Remember: be safe, be seen (what?!).

Head for different locations. The coast is a good plaice for finding fishy things.

SF Rating

67 PRESENTATION
● Loads of in-game fishing options. Password and choice of competitions

47 VISUALS
● Uninspiring in-game graphics but they do their job. Nice static shots

49 SONICS
● Not a jaunty sea shanty to be heard! Sporty muzak instead

70 PLAYABILITY
● Surprisingly addictive gameplay but be prepared for dull patches

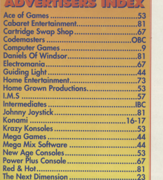
60 LASTABILITY
● If catching fish is your scene, you'll get months of entertainment from this

57 FORCE
● Not as bad as some would have you believe. Try it!

● PRODUCER: VIC TOKAI, INC
● MD: MR DISK (021) 616 1168
● PLAYERS: 1 ● PRICE: £39.99



GRAB A BARGAIN AT THE ONE AND ONLY...
SEGA FORCE SUPERSTORE!
GAME GENIE FOR THE MEGA DRIVE
Game Genie is the Video Game Enhancer that gives you the power to change and customise your favourite video games. You can now start on any level, have more speed, more weapons, punch harder, jump higher and have infinite lives. The Game Genie works on most games for the Sega Mega Drive 16-Bit System and a codebook for over 70 games is included.
Price £39.95 Code 7207
ACTION REPLAY & PRO ACTION REPLAY
Action Replay is the ultimate utility cartridge ever conceived. Just imagine infinate lives, unlimited energy, unlimited power or extra fuel and ammo. Become invincible and play games to destruction! With Action Replay Pro Version you can actually find and create you own parameters for infinate lives.
Action Replay Price: £34.95 Code: 7218
Pro Action Replay Price £44.95 Code: 7219
DRAGON TURBO II JOYPAD
Features of the Dragon Turbo II Joypad for the Mega Drive includes a trubo botton which fires 15 shots per second - that's twice as fast as other pads, LED indicators flash when the fire buttons are pushed, a slow motion button, directional thumb control and a unique design which is comfortable to hold.
Price £12.95 Code: 7205
MASTER GEAR CONVERTOR
Don't miss out on the latest releases! The brilliant Master Gear Convertor fits straight into the back of your Game Gear and lets you play your Master System Games too!
PRICE £17.95 Code:7222
CAR ADAPTOR
The Car Adaptor for the Game Gear plugs into the car cigarette lighter for power.
Price: £9.95 Code: 7208
MAGNIGEAR
Hold on Game Gear owners, don't turn the page yet because we have a fantastic Beeshu Magnigear to put a whole new perspective on your small screen gaming. It clips neatly onto the bottom of your unit, swing the magnifier round and go to it!
Price: £13.99 Code: 7232
INDESTRUCTABLE PEN SET
Now you can own the toughest set of pens in the world for less than half price. The set contains 1 cartridge pen, 1 ball point pen, 1fine liner. These three pens that make up the Pentech 2000 pen set can stand up to the roughest possible writing quality. The pens are made to the highest standards of workmanship, are robust but still of classic appearance suitable for all occassions.
Black Pen Set Code 7242 £12.00
Silver Pen Set Code 7243 £12.00
SEGA MEGADRIVE SECRETS BOOKS VOLS 1 & 2
Get Volumes 1 and 2, jam packed with Mega Drive strategies, hints and tips. Essential reading for MD drivers!
Volume 1 Code 7229 £9.95
Volume 2 Code 7230 £9.95
CORISH'S COMPUTER GAMES GUIDE
This book helps on just about any game you care to name on a wide variety of computer formats. Covers backdoor codes left by the programmers, cheats and tips to get past your opponents, how to skip levels, pokes for infinate lives, time etc!
Price: £14.95 Code 7241
BACK ISSUES
Back Issues: Code Price
Apr 1993 7416 £2.50
May 1993 7417 £2.50
June 1993 7418 £2.50
Limited number of earlier back issues also available!
12 ISSUE BINDER
Store your back issues in this attractive sturdy folder
Price £5.95 Code: 7211
2 BINDER OFFER
Buy 2 Sega Force binders for only £10.00
Price £10.00 Code 7240
DEADHEAD T-SHIRT
The ultimate fashion statement for every real game freak – wear it or weep deadheads!
Price £6.99 CODE:7212
SEGA FORCE ORDER FORM
Offers subject to availability,
Overseas orders despatched by Airmail,
All prices include postage, packing and VAT
Valid to JUNE 30th1993
PRODUCT DESCRIPTION REFNO/FORMAT PRICE
Please add postage as detailed below (UK free of charge)
POSTAGE:Add £5 for Eire/EEC, £10 for overseas unless specified above
TOTAL £
Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB (no stamp needed if posted in UK)
Products are normally despatched within 48 Hrs of receipt but delivery of certain items could take upto 28 days
Order at any time of the day or night
By phone: 051-357 1275
By fax: 051-357 2813
General Enquiries: 051-357 2961
Don't forget to give your name, address and credit card number
I wish to pay by:
Cheque/Eurocheque made payable to Europress Direct.
Acess/Mastercard/Eurocard/Barclaycard/Visa/Connect.
Expiry Date
Name
Signed
Address
Postcode
Daytime telephone number in case of queries



ADVERTISERS INDEX

MEGA CD Reviewed!

Excessive facial hair, razor-sharp claws and blood-curdling howls. Yup, sounds like one of Mat's ex-girlfriends, all right. And also the star of this CD...

Mankind has always strived to produce new and deadlier weapons. First there was the bow and arrow. Then gun powder and the H-bomb. All have been surpassed with the creation of Project: Wolfchild!

Set in the near future, this is the story of young Saul Morrow. His father, Dr Kal Morrow, was the world's most brilliant genetic scientist and found a way to create superhuman soldiers. By combining genes from top humans and certain animals, Dr Morrow succeeded in producing creatures with incredible strength and awesome psychic abilities.

Unfortunately, Dr Morrow's experiments were discovered by a terrorist organisation known as C.H.I.M.E.R.A. Their leader, the madman Karl Draxx, sent an assault squad to the scientist's secret island laboratory to kidnap him.

Returning home from a fishing trip, young Saul was horrified to find his mother and older brother dead and his father's work missing.

Blood and vengeance

Vowing revenge on his family's killers, he bravely stepped into the experimental transmutation chamber to emerge as the man-monster known as Wolfchild!

Your mission is to scour nine challenging levels, find your father and destroy C.H.I.M.E.R.A. once and for all. Saul starts the game in human form and punches-out enemies.

However, collect enough lightning icons and he transforms into the ferocious Wolfchild. Use blasts of psychic energy to destroy enemies and pick up other powerful items on the way.

Each level's packed to the brim with killers out for blood. Find the exit to progress to the next stage and tackle boss characters every few levels.

Platform fans will feel right at home. There are plenty of hidden items to find and secret passages to sniff out. Large levels, vile villains and all-out action make *Wolfchild* a howling success!

Hooowwl! Guide young Saul through nine levels in search of his father. Collect weapons and extra energy to transform into the fearsome Wolfchild. There's gonna be a full moon tonight!

WOLF







Smash open the glass cylinders to reveal a hideously-mutated creature. Blast it with your psychic energy before it wraps long, slimy tentacles around your furry bod.

Ade sighs... 'LOOKS LIKE A CARTRIDGE GAME'

Mega-CD *Wolfchild's* been out for a couple of months now and if you're still considering purchasing it, have a gander at these wise words. This is just another CD offering that could've passed as a cart game. The whole affair doesn't show off the Mega-CD's capabilities. The only thing I liked was the music! See what I mean?

Wolfchild's a fairly run-of-the-mill 'race around, blast and grab power-ups' affair. Gameplay's pretty straightforward. Just leap on platforms, tree trunks etc, find the exit and do battle with an end-of-level guardian every couple or three stages.

The sprites are fairly small and there aren't many frames of animation. The backdrops are fairly good. There's lots of smooth parallax scrolling, they're colourful and atmospheric.

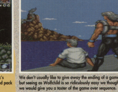
If you're after a challenging game — and let's face it, who isn't? — you'll find *Wolfchild's* above average in the difficulty stakes. There's a choice of Normal, Hard and Mania modes and an option to change the number of lives.

To be frank, I got bored fairly quickly. Nothing amazed and impressed me. It'll be interesting to see what the Mega Drive version's like when it appears; then's the time to compare and contrast.

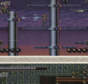
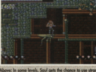
ADE 62%



Every few levels, Saul encounters one of Karl Draxx's henchmen. These guardians are usually massive and pack a powerful punch. Use all your skill to beat them.




We don't usually like to give away the ending of a game but seeing as Wolfchild is so ridiculously easy we thought we would give you a taster of the game over sequence.

Above: In some levels, Saul gets the chance to use strange forms of transport. These are sometimes living and include a crawling bug and a grasshopper.








Above: At the start of every stage you're progress into the island fortress is shown on a handy map. There are nine levels to get through and they get progressively tougher.

Mat howls... *'WHY CD?'*

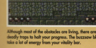
I have to say I'm disappointed with the initial batch of games for the UK Mega-CD. There's a naff shoot-'em (*Black Hole Assault*), a lifeless racing game (*Jaguar XJ220*) and *Wolfchild*. Why oh why is this game on CD? The up-and-coming cartridge version is set to be exactly the same, bar the music. Even with cart games rejigged for CD, there's usually loads of speech and improved graphics.

The basic game itself isn't bad. It's a bit boring when Saul's in human form but find enough energy and old furry face makes an appearance. This is the only way to make it through the levels in one piece, as you need the special attacks of the Wolfchild to hit enemies from a distance.

I completed it on my first go so lastability isn't high, although inexperienced games players will have a tough time on later levels.

While our American cousins are blasting away on *Sewer Shark* or rescuing damsels in distress in *Night Trap*, we're stuck with sad games like *Wolfchild*. Save your pennies, folks, better things are on their way...

MAT 64%



Although most of the obstacles are living, there are other deadly traps to halt your progress. The buzzsaw blades take a lot of energy from your vitality bar.




The Outer Jungle is populated by killer plants, mutant creatures and genetically altered lifeforms. Saul has a long way to travel and taxing battles to survive.

WOLF WEAPONS

REPLENISH: Puts Saul's vitality bar up to maximum. If Saul is human the Replenish turns him into his werewolf form.

CHROME SPHERE: Are worth a variety of points. Collect them and you're looking of a hefty bonus of either 100, 200, 400 or 1000.

DUAL SHOT: Gives the Wolfchild a rapid double-blast of conventional strength. Useful for those hard to beat enemies.

VITALITY POINTS: Saul's strength relies on him collecting these special icons. They restore 1 or 2 points to his vitality bar.

EXTEND: Increases Saul's vitality bar by one point. However, he still needs extra energy icons to fill the bar out to its maximum.

THREE-WAY SHOT: Allows you to fire three psychic shots simultaneously. Enables Saul to cover a wider area.

FLAMER: One of the most powerful weapons to find. Usually destroys most enemies in one shot. Scores multiple hits.

HOMER: Doh! Homes in on an enemy until it destroys them. Be careful though as you only have a limited amount of these.

SHIELD: Gives Saul temporary immunity from enemy fire. Only lasts for a short time so move quickly when it's activated.

SMART BOMB: Start the game with three of these but collect more as you progress. Throw them at the ground to wipe out the bad guys.

ENERGY BALL: Once Saul has this he is able to launch a devestating attack on any enemy. There are only a few of these in the game.

BASIC SHOT: When the Wolfchild appears he's armed with this standard shot. With the rapid option on, three shots are released at once.

BOOMER: Formed from solid psychic energy. Launch a barrage of boomerangs around Saul for limited protection from hits.

PLASMA BALL: Shoots across the screen in a zigzag fashion until it connects with a bad guy. Causes four times the usual damage.



Above: Karl Draxx uses his new powers to finish off Saul once and for all. Save your firepower for the last stage.

Below: Start the game on a massive floating warship. This stage has its fair share of bad dudes to despatch.

Above: The final challenge! Using the technology created by Saul's father, Karl Draxx has altered his physical shape. He's now a werewolf of superhuman strength and size. He lashes out with energy attacks and a razor-sharp talon.

Paul barks... 'YAWNSOME'



I used to be a werewolf but I'm all right *NOOOOWW!* Ha! You definitely need a good sense of humour if you're thinking of splashing out cash on this effort. *Wolfchild* offers nothing new for Mega-CD and Mega Drive owners.

The graphics are average, as is the gameplay. What are Core playing at?

Other games they've worked on, such as the *Chuck Rock*, have been t'rrific, but you won't rush out to buy *this* one.

Wolfchild's basically your bog-standard platform romp, with cool tunes thrown in for good measure. In fact, that's the only good point. Some clever sound chappy has come up with a thumping soundtrack that blasts throughout each level. There's also a howling wolf sample from the film *An American Werewolf In London* — dead eerie!

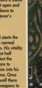
But sit down to play *Wolfchild* and the music's the last thing on your mind. Repetitive levels, predictable bad guys and slow-moving guardians form a yawnsome game with low lastability.

The British Mega-CD has such a slow accessing time that waiting for the opening sequence to finish is like waiting for Christmas. Save your pennies, folks, there are games on the way that make Wolfchild look like the hairy jerk he is.

PAUL 56%

Above: Leap up and use standard punches to hit the enemy. Slide, duck and punch tactics also work well.





Right: Take me higher! Ride the robotic lifts to other platforms. The large globe shape on the left contains a useful item. Blast it open and drop back down to collect whatever's released.



Below: Saul starts the game in his normal human form. His vitality bar is only at half power. Collect the lightning icons to transform him into his hairy persona. Once you're the wolf there are better weapons to use and bad guys are easier to beat.







Above: Bug-eyed bandits are out to stop you. A quick blast of psychic energy stops them.

Above: The mid-level guardian on the first stage controls a large cannon. Duck and use low shots to destroy it. It takes a lot of hits.



49 PRESENTATION
● Below average intro for CD. Options for control set-up and difficulty level

59 VISUALS
● Decent graphics, though all characters are small. Backgrounds lack variety

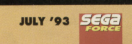
74 SONICS
● Great music adds to the atmosphere, sound FX are well done

68 PLAYABILITY
● Wolfchild moves sluggishly, his movements are limited and controls are slow

54 LASTABILITY
● Only nine levels. Continues allow you to get far into the game

63 FORCE
● Could easily have appeared on cartridge. Its platform formula has been seen before

● PRODUCER: CORE/JVC
● M-CD: OUT NOW
● PLAYERS: 1 ● PRICE: £39.99





GETTING CARRIED AWAY!

SPECTRA VIDEO

SEGA FORCE

Tired of lugging around your Mega Drive, Master System or Game Gear and losing your carts? Have a crack at this barnstorming competition and you might win a slick 'n' groovy Logic 3 carry case, courtesy of Spectravideo and SEGA FORCE.

Those clever bods at **Spectravideo** are always on the go, dreaming up smart and stylish products to make life in the gaming fast lane a little more comfortable.

Not only are they the fastest-growing joystick manufacturer in the world, their **Logic 3** range has introduced a whole host of versatile gadgets and gizmos which, thankfully, put style back into computing!

There's the Power Adaptor, which allows you to run your Game Gear directly from the mains. Play your GG on the move with their stonking Car Adaptor and weep no more when your batteries run dry, 'cos with the **Logic 3** Game Gear Battery Adaptor you can recharge those cells and play to your heart's content!

It's in the bag!

More good news! **Spectravideo** have given us a wad of prizes. For MS and MD owners there's the **Logic 3** Multi-Case. This is a padded carry case for your console which protects it from dust, scratches etc. There's a side compartment for cartridges and an adjustable strap, so where *you* go, your console goes!

And for handheld nuts, there's the Game Gear Carry Case, with cushion protection, space for six carts, a strap for three-way carrying and room for cables and batteries. Smart, huh?

We've five of each to give away in this exclusive competition. All you have to do is answer the question below on a postcard or sealed-down envelope and scribble your name, address and which console you have. Send that little lot to: **LOGICAL THINKING COMPO, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**, to arrive by **1 July, 1993**.

If you want to learn more about **Spectravideo** products and the **Logic 3** range, give the guys 'n' gals a bell on **(081) 902 2211**. If you *don't* want to learn about *other* companies, say so on your competition entry.

Logic 3

Ergonomic extras for your console, carts and cables! Protection for your precious playing possessions! All from Logic 3.

JUST ANSWER THIS SIMPLE QUESTION

The word LOGIC means:

a. Reasoned thought or argument
b. Fear of flying saucers
c. Loss of memory



SOON, SOMETHING WONDERFUL IS GOING TO HAPPEN...

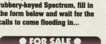


FREE!

MARKET FORCE

It's that time again! Shopping for the best buys around? Get 'em while they're hot, missus! SEGA FORCE classifieds are free of charge. If you've got goodies to sell or swap (they don't have to be Sega-related), a User Club to advertise, a Pen Pal to find or maybe you're in search of a rubbery-keyed Spectrum, fill in the form below and wait for the calls to come flooding in...



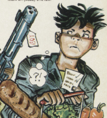


● FOR SALE ●

- Magazine back issues. Sega Force 8–16, Sega Pro 6–15, Sega Power 33–37, MegaTech 4–12, plus many more. Offers, tel (0922) 893623.
- For sale: Mega Drive with Sonic 1 & 2 and Taz-Mania. £120 or swop for a SNES. Ring Stuart on (0283) 68238.
- Master System Plus for sale, including two built-in games, Light Phaser, two control pads and seven other games. Fully boxed with instructions for £120. Phone (0256) 478409.
- Japanese Mega Drive, six months old, boxed with all leads, plus two games — Bare Knuckle and John Madden Football, £120 ono. Phone Wesley on (081) 640 4164, evenings please.
- I wish to sell a Game Gear, TV Tuner, 10–13 games including Taz-Mania, Sonic 1 & 2, Chuck Rock, Alien 3, Mickey Mouse, 4-In-1, Halley Wars, Super Off Road, Putt & Putter, magnifier, carry case and power adaptor, £260 ono. If interested, write to 37 Belgrave St, Stepney, London E1.
- I will sell Castle Of Illusion, Double Hawk, Shadow Dancer and Asterix for the Master System. Or I will swop them for other games, all offers considered! Phone Martin on (0772) 723974 at any time.
- Master System for sale, 11 games, two joypads and Light Phaser, plus three games, offers £80 ono. Phone Scott on (0275) 854613.
- Mega Drive for sale with one Propad boxed and Pit Fighter. £90 or swap for SNES plus one game and joypads. Write to 37 Belgrave St, Stepney, London E1
- A1 condition MD games for sale: Montana II, Desert Strike, Streets Of Rage, EA Hockey, John Madden, and more, £25 each, Ring Michael on (0603) 737583, after 5pm.
- C64/128, three joysticks and other parts plus £400 worth of games. In good working order, will accept £99 ono. Phone (0602) 503371.
- Sega Game Gear with three games, TV tuner and mains adaptor. All boxed, will sell for £165 ono. Tel (0753) 884732.
- Game Gear, 18-in-1 game, £50 or swop for two Game Gear games. If interested, contact S Tarleton, 19 Ashton Street, Old Swan, Liverpool L13 3BE.
- Master System with four games (including Asterix and Golvellieus) and joypad for only £70 ono, or swap for a Mega Drive with no games. Phone (0446) 737031.
- Game Gear, six games incl Sonic 2, Chuck Rock, Lemmings and car/mains adaptor, with carry case, brilliant condition, £179 ono. Ring John on (0243) 551863 after 6pm.
- For sale Sega Master System, 11 games, one joypad, Sonic 1 & 2 and other games. Ring after 3pm on (0452) 721025, price £200.
- Game Gear, adaptor, power pack, five games, mint condition, £150. Game Boy, magnifier, game light, case, three games, £50, mint condition. Phone (0443) 442138 after 6pm.
- Sega Game Gear with joystick, Sonic, Lemmings, Kick Off, Spider-Man, recharger and MS converter. All boxed, good condition, worth £265, bargain at £185. Phone (0928) 565250.
- Spectrum +2 for sale, mint condition, joystick, 90+ games, 15+ full price games. All cables, wires and fully boxed, worth £500+ sell for £75. Phone (051) 427 5137.
- Acorn Electron, needs repair, over 20 games incl Soccer Boss, Snapper etc, bargain £30. Write to MJ Chappell, 16 Withens Ave, Sheffield, S6 1WE.
- SEX! Now I've got your attention, how about a computerised keyboard, with ROM pack and earphones, boxed and in mint condition, £30. Ring Stuart on (0302) 887307.
- Spectrum +2, boxed games £3, boxed compilations £5, light gun and six games £10, 3D Construction Kit £15, OCP Art Studio and Mouse £15, Multiface £10. Phone Simon on (0977) 683323.
- ToeJam & Earl and Herzog Zwei (English, boxed with instructions) for sale, £27 each or both for £50. Tel (0484) 683706 (around 6pm).
- Mega Drive game, Terminator, boxed with instructions, sell for £20. Phone Lee on (0275) 851033 (4–6pm) weekdays.
- First issue of only original Sonic The Hedgehog collector's comic, made in America, only £10. Call Victor on (081) 349 3638.
- British Sonic The Hedgehog game for Mega Drive, perfect condition, only £10. Call Victor on (081) 349 3638. Includes all p&p.
- Commodore 64, cassette deck, two joysticks, light gun, 60+ games, loads of magazines with cover tapes. Worth £500, will accept £100. Phone (0926) 498787.
- For sale, Mega Drive games, Euro Club Soccer, Chuck Rock and Mega Games 1 (includes Super Hang On, Italia 90 and Columns). Worth £120, will sell for £80, ring Michael after 5pm on (0948) 840083.
- One sleek black Mega Drive looking for a new home, travelling with three top games, complete with it's own box, £140 ono. Please help! Tel (0733) 203646.
- Sega Game Gear with nine games, including Sonic 1 & 2 and Columns. Also comes with carry case. £145 ono. Phone (0291) 673553 after 4pm.

● WANTED ●

- Wanted in good condition, Master System games. I will pay up to £15. Write to 22 Hillfield Ave, Morden, Surrey.
- Does anyone have a copy of Phantasy Star III they don't want? I will pay a reasonable price. Phone Jay on (0532) 696658 (4–6pm) weekdays.
- Master System games, Shadow Dancer, Ghouls 'N' Ghosts, Bart Vs Space Mutants, Double Dragon, Mickey Mouse 2, any other good games cheap. Phone Matthew on (0734) 424826.
- Wanted, UK Mega Drive, three games, must include Sonic 1 & 2, will swap for my Game Gear with TV tuner, carry case, five games including Super Kick Off. Contact Mark on (0822) 615420.



AT THE END OF JUNE WE'RE SPLITTING...



At last! For all Master System owners, a monthly magazine exclusively dedicated to your games machine. No more need to wade through loads of Mega Drive reviews and tips when all you want is Master System information. Otherwise no change — all the great contents you've come to expect from SEGA FORCE are still there. Oh, there is one other small change — the price is a mere £1.50, so it's better value all round!

SEGA FORCE MEGA

For Mega Drive owners, now your favourite Sega magazine is going 16-bit dedicated. There's a new 100% concentration on Mega Drive games and the Mega-CD. With a fresh new look to suit your sleek 'n' sexy games machine, SEGA FORCE is mega than ever. We're offering you even better value for your money every month with more news, reviews and extra-detailed playing guides than you get anywhere. If it's MD games, this is IT!

Every month both SEGA MASTER FORCE and SEGA FORCE MEGA carry a special G-FORCE supplement, covering all things Game Gear — so no-one loses out!

SEGA MASTER FORCE
Issue 1 on sale June 24

SEGA FORCE MEGA
Issue 20 on sale June 24



● Anyone got Battle Card 18? Contact Ian at AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

● I have a Game Gear with: TV tuner, seven games incl Sonic 1 & 2, Streets Of Rage and Super Kick Off, battery pack, carry case, mains adaptor and 2p adaptor. I will swap for a Mega Drive with any games or sell for £325 ono. Write to W Newberry, 1 Barton Rd, Barton on Sea, New Milton, Hants BH25 7ND.

● Wanted: Master System experts to challenge me and my mates. Reply to: G Hyde, 6 Orchard Rd, Birstall, Leicester LE4 4GA. Enclose hi-scores, please.

● Mega Drive wanted, with Desert Strike if possible. Also MS Shinobi for sale. Any broken consoles wanted, will pay good prices. Contact Edward on (0309) 690965.

● SWAP ●

● Swap Mega Drive with six games and Game Genie, two controllers for compatible Super Nintendo set up. Ring Dicken on (0474) 567793.

● Swap BSA Meteor .22 air rifle, expensive scope, excellent condition, worth over £100, for Mega Drive games, any considered. Contact Martin Derby on (0322) 773568.

● I'll swap PGA Tour Golf for any other Mega Drive game. Phone Andrew on (0283) 713872.

● Swap my Amstrad CPC 464 and 50+ games and joystick for two Mega Drive games or sell for £60. Call Lloyd on (021) 475 4404.

● Swap my Master System with games and an Amstrad GX4000 with one game, others available for UK Mega Drive with a few games. Ring (0295) 271409.

● I will swap Columns and Batman Returns (GG) for Super Wrestlemania (MD) or will sell for £30. Write to B Curran, High Haven, Ferrycarrig, Wexford, Ireland.

● I will swap my Streets Of Rage or Wrestlemania for your Thunderforce IV or World Of Illusion. Free game when we swop! Call Daniel on (0582) 603613.

● I will swap Wrestle War and Sonic 1, both for Euro Club Soccer or Olympic Gold, consider selling. Contact Chris on (0234) 210556, 4.30–9pm.

● Swap Master System Light Phaser and one control pad for Master System Columns, Marble Madness, Super Space Invaders or Klax. Phone Chris on (071) 789 0828.

● I will swap Road Rash 2 for Streets Of Rage 2, Rolo To The Rescue for World Of Illusion. Tel (0480) 467880, ask for Jason.

● Road Rash for Streets Of Rage 2. Ring James on (0333) 429780.

● I will swap my Sonic 1 on Game Gear for Taz-Mania. Phone (0986) 873744 and ask for Matthew, must be Norfolk or Suffolk.

● Swap MD games Last Battle or Bart Vs Space Mutants for European Club Soccer. Must be in good condition. Tel (041) 637 2676 and ask for Steven after 5pm, please.

● Rainbow Islands, import by Taito for the Mega Drive, where is the game? (Wish we knew —Warren & Paz.) If you've a copy I'll swap for Streets Of Rage 2 or Lemmings. Ring Steven on (0768) 899773.

● I will swap my Ninja and Global Defence for Master System version of Streets of Rage. Phone Anton (5–8pm) on (0952) 604613.

● Spectrum 128K with hundreds of games, Amstrad GX4000 with one game, all boxed. For console or hand held with games, anything considered. Phone James on (0295) 271409.

● Swap boxed UK SNES with Super Mario Land, Street Fighter and boxed Maverick 3 control stick, with six Mega Drive games. I want USA SNES with games. Contact (081) 3687486.

● PEN PALS ●

● Hello, cool boy wanting cool sexy girl into Sega. Include photo if possible to: John Lewis, 8 Morton Terr, Greenock, Renfrewshire, Scotland.

● Young eight-year-old boy wanting female pen pal. All letters will be considered. Send photos if possible to: Bryan Lewis, 8 Morton Terrace, Greenock, Renfrewshire, Scotland.

● To Adrian, I really do fancy you, I think you are so cute. Please contact me immediately because I am mad about you. Paula, 33 Edric Rd, New Cross, London, SE14.

● Hey, Paula — calm down! I'm not a real person. I'm someone dreamt up by Gutter Snipe's evil mind! —Ade.

● Sexy boy looking for sexy girl, must be interested in Take That and Sega and must like video tapes, aged 14–16. Write to; Joe Bonnar, 6 Morton Terr, Greenock, Renfrewshire, Scotland PA15.

● Hi, I'm a 14-year-old girl in need of loads of pen pals. You can be of any age and any sex. Just write to: Jemima Peacey, 2 The Delves, Swanwick, Alfreton, Derbyshire DE55 1AQ.

● USER CLUBS ●

● Pen Pal Club. First five people to join win a mag, £5 to join, payable by cheque or postal order to Paul Dunbairan. Tel (0772) 796489 now!

● Sega Generation! If you want the best user group magazine ever, phone Michael on (0925) 34021 — NOW!

■ **Readers reply to classified ads at their own risk**

TWO forms?! Yup, with two SEGA FORCE mags next month, you've got to choose which mag you want your classified ad to go in, SEGA FORCE MEGA for MD owners, SEGA MASTER FORCE for MS fans.

SEGA FORCE MEGA

FREE CLASSIFIED ADS

CLASSIFIED DEPT, SEGA FORCE, IMPACT MAGAZINES, LUDLOW, SHROPSHIRE SY8 1JW

Only for private use, no trade ads accepted. The editor reserves the right to alter or refuse ads which do not conform to acceptable standards.

SECTION HEADS FOR SALE ☐ SWAP ☐ USER GROUPS ☐ PEN PALS ☐ WANTED ☐

NAME..........

ADDRESS..........

..........POSTCODE..........

SEGA MASTER FORCE

FREE CLASSIFIED ADS

CLASSIFIED DEPT, SEGA FORCE, IMPACT MAGAZINES, LUDLOW, SHROPSHIRE SY8 1JW

Only for private use, no trade ads accepted. The editor reserves the right to alter or refuse ads which do not conform to acceptable standards.

SECTION HEADS FOR SALE ☐ SWAP ☐ USER GROUPS ☐ PEN PALS ☐ WANTED ☐

NAME..........

ADDRESS..........

..........POSTCODE..........


SEGA
MASTER
FORCE
SEGA
FORCE MEGA


SEGA
Master System II
MEGA-CD
impact
MAGAZINES UK



GUTTER SNIPE

Letters!

'Errrr... excuse me, Mr Removal Man, would you kindly put that chuffin' desk back?' 'Sorry, guv, more than me job's worth. Chief's orders.' 'And where d'ya think you're going with that screw-on paper holder with meal tray attachment?' 'Haven't you heard, mate — you're moving! You've been ditched from the mag. I'm here to clear out your things.' 'Like hell you are! Where's my lawyer? Ade, get yer ass over here...'

'It's true, Gut. The mag's splitting. It's a whole new start and we thought, well, *I* didn't think, the others thought that, well... er... the letters section needed a face-lift and... hmmm... a new person to front it. So we came to a decision. Well, *I* didn't, the others did, and we — *they* — had a vote and it was kind of... how can I put it... unanimous. Therefore, my old mate, my bestest buddy, me fella, me lad, you're dropped and, er... little Jimmy Krankie starts tomorrow.'

'You CANNOT be serious! I'm the most popular writer on SEGA FORCE. The survey said so.'

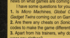
'Well, yes, I think *that's* the real reason, Gut. The lads saw the results and were kinda, how can I put it — jealous.'

'Oh, right. Look, Ade, your shoelace is undone.'

'Cheers, mate...' *THWACK! BIFF! SMACK! KA-POW! KLUNK! SOCK!*

'Right, that's him taken care of! Coming round here with his fancy talk. Deputy editor? Deputy disaster, more like! Take what he says with a pinch of salt, folks. No pint-sized pretty boy's stepping into *my* shoes. So, it's business as usual.

'I'm ready and waiting for your letters and pics. The best of the bunch gets a SEGA FORCE T-shirt and tack. What ya waiting for? Oh, the address! It's GUTTER SNIPE, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. All right, Ade? How's yer head? Tee-hee!'



Didn't we have a lovely time, the day we went to Bangor! And we're sure Justin Orr from County Down, Ireland, enjoyed himself when he pencilled this pic of Sonic shaking off Robotnik. You can imagine it: 'Shove off, fatso — eat my dust!'

Ratings war

Dear GS

I'm writing all thanks to a shock I've had. I was watching *Games World* on Sky One and they reviewed *Global Gladiators*. A lad from *Sega Power* and Dominik from *Gamesmaster* gave it under five out of 10. I nearly had a fit. You lot gave it 94%! I *was* going to buy it, but I'm not sure now.

Another thing that hit me was *Muhammad Ali Boxing*. In the *Gamesmaster* mag, they gave it 39%! What *are* they doing? Trying to destroy **Sega**'s success?

Now for something completely different. There's going to be a *Street Fighter II* movie, so wouldn't it be a good idea if **Sega** produced *Streets Of Rage II: The Movie*? Max could be played by **Arnold Thingummy**, **Eddie Murphy** could be Skate, Blaze could be played by **Kim Basinger** and Axel by **Jean-Claude Van Damme**. Good idea or what?



K McCabe shows Sonic and Miles 'Tails' Prower in vibrant Technicolor! Tails feels G-force as he blasts a letter from the Sega logo, in the bottom left of the picture.

'Yoga flame!' That most rubbery of streetfighters, Dhalsim, is full of hot air — much to Guile's regret! Stephen Birkett of Burton-on-Trent has got into the *Street Fighter II* spirit already. FIGHT!

When *Street Fighter II* comes out on the Mega Drive, will it have a control pad with it? Will *SF II* be 16 Meg? Should I buy *Global Gladiators*? What's the best basketball game for the MD? Do I win something?

Imran Sayeed, Bristol

Remember, Imran, the stuff you read by reviewers in mags and see on the television is personal opinion. One thing we always do at SEGA FORCE is take a balanced approach.

Ade likes platform games, Paul doesn't, but we still get Paul to play 'em — if he happens to like one, you know it must be good. Paul likes flight sims, Ade doesn't, but he still plays 'em to discover if the programmers have included user-friendly options for the less experienced.

The *Global Gladiators* and *Muhammad Ali Boxing* reviews you refer to *were* a bit low. I've seen more rave reviews for these two than duff ones.

As for the movie, it's about time Sega signed a film deal. Nintendo have the Mario movie and now this *Street Fighter* film.

At present, what's going to happen with this six-button joypad thingy is a bit up in the air. The Mega Drive 2 will have one included. *Street Fighter II* may be bundled with the pad, or the pad will be sold separately. There, I think I've got the lot covered! *SF II* will be 16 Megs.

***Global Gladiators* is a fab game, it's just a bit easy. *Bulls Vs Lakers* is the best basketball game. Do you win anything? Er — NO!**

What Gear ya got?

Dear Gutter

I was shocked to find only one review for the Game Gear in your March issue. Please give more coverage. Anything! Cheats, reviews, news on what games are coming out etc.

I have some questions for you.

1. Is *Micro Machines*, *Global Gladiators* or *Gadget Twins* coming out on Game Gear?
2. Are there any cheats on *Sonic* for lives, or codes to make the game different?
3. Apart from his trainers, why doesn't **Sonic** wear any clothes?

Philip Raw, Hemsworth, Pontefract

Well, Philip, you'll be pleased to know that from next month, SEGA FORCE is splitting into two. SEGA MASTER FORCE will be 8-bit related, SEGA FORCE MEGA 16-bit related.

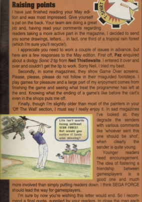
In each magazine, there's gonna be a special section dedicated to Game Gear owners. More coverage for you handheld freaks.

So, for those 8-bit owners who are forever moaning we don't have enough MS and GG reviews, watch out for SEGA MASTER FORCE, on sale next month. It's all you'll ever need!

1. Good news is, Phil, the wacky *Gadget Twins* and environmentally-friendly *Global Gladiators* will appear on GG. Both should be in the shops by the time you read this. Codemasters have decided to produce 8-bit console games, so *Micro Machines* looks likely, too.

2. Haven't a clue, write to Paul, he's our cheats man.

3. Strange, huh? Bungle from *Rainbow* doesn't wear any kit, either. And they say games are for kids!



Raising points

I have just finished reading your May edition and was most impressed. Give yourself a pat on the back. Your team are doing a great job and, having read your comments regarding readers taking a more active part in the magazine, I decided to send you some drawings, letters... in fact, one third of a tropical rain forest (which I'm sure you'll recycle!).

I appreciate you need to work a couple of issues in advance, but here are a few responses to the May edition. First off, **Paz** enquired about a dodgy *Sonic 2* tip from **Neil Thistlewaite**. I entered it over and over and couldn't get the tip to work. Sorry Neil, I tried my best.

Secondly, in some magazines, they show Game Over screens. Please, please, please do not follow in their misguided footsteps. I play games for pleasure and a large part of my enjoyment comes from finishing the game and seeing what treat the programmer has left at the end. Knowing what the ending of a game's like before the cart's even in the shops puts me off.

Finally, though I'm slightly older than most of the painters in your 'Off The Wall' section, I must say I really enjoy it. In sad magazines I've looked at, they degrade the senders with various comments like 'whoever sent this one should be shot', when clearly the sender is quite young.

Younger readers need encouragement. The idea of fostering a friendship between gamesplayers is a good one and much more involved than simply putting readers down. I think SEGA FORCE should lead the way for gamesplayers.

I'm sure by now you're wishing this letter would end. So I recommend a final quote, supplied by your readers, to close the mag each month. A simple word of wisdom from your mag, who have most of life's answers but are smart enough to admit they don't know it all — yet!

I leave you with these minor quotes: 'Eat, drink and be merry, for tomorrow it will cost a lot more thanks to inflation.' 'All the world's a stage — and most of us are desperately in need of a rehearsal.' 'The problem with doing nothing is you can't quit and take a break.' 'We don't know what we want — but we're pretty sure we don't have it.' 'All I want from life is a warm bed, a kind word and unlimited power.'

Clive Bilby, Basildon, Essex

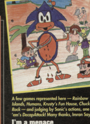
My my, we are getting philosophical. I think your final quote applies to me, Clive. Unlimited power would give me the opportunity to oust this stinking review team of ours. Trying to oust me from the mag! Turncoats! Two-faced... errrr... I don't think I'm allowed to say that word!

Glad to see our policy of reader involvement's getting across. That's why, whenever you send anything to SEGA FORCE, we always encourage you to include a piccy. We can publish it and all other gamers get the chance to see who they're up against. The 'Off The Wall' section's proved incredibly popular. In fact, I get more pictures than letters these days!

Good news is, Clive, our reader involvement policy is gonna be strengthened yet further. Over the next couple of months, we'll be starting the SEGA FORCE Reader Panel. Some of you who completed our Deadhead Survey in Issue 14 and included a piccy will be contacted soon to be initiated onto the panel. From time to time, we'll consult these people on news, reviews and any staggering happenings in the gaming world that need a comment.

I think SEGA FORCE *is* leading the way. And, with the split in magazines, there'll be more chance *and* more space to include such things as reader challenges. The future's looking bright. God, I sound like a politician.

Your T-shirt and tack's on its way. Oh, and don't worry, we won't be doing the Game Over screens thing. See ya!



A few games represented here — *Rainbow Islands, Humans, Krusty's Fun House, Chuck Rock* — and judging by Sonic's actions, one of 'em's *DecapAttack*! Many thanks, Imran Sayeed.

I'm a menace

I think you could improve your mag by putting all the compos on one page, then readers wouldn't have to keep turning back to the compo pages when they flick through the mag.

Time for some questions:

1. Are there any more games for **The Menacer** coming out soon. Do you think *Mad Dog McCree* will ever come out?
2. What's the best fighting game?
3. Why are SNES games £15 dearer than Mega Drive games?
4. Is the Mega-CD worth the money?
5. Do any of you know how to get past the helicopter and truck bit on *T2*?

Craig Parker, Gateshead

Oh, you're a lazy fop! Why not enter the compos as you go along, then you wouldn't have to keep flicking back?

1. The Menacer game we're looking forward to is the one you mention, *Mad Dog McCree*. It's being released late summer/early autumn in this country but only on Mega-CD, at the moment. Likewise, *Space Pirates* and *Gallagher's Gallery* are CD releases which include Menacer action.

The best fighting game on the Mega Drive is *Streets Of Rage II* but, of course, the next biggy is *Street Fighter II*.

I dunno, why *are* SNES games dearer than MD games? What's the punchline?

The Mega-CD's worth the dosh 'cos the games around at the moment — and most definitely the products we'll see over the coming months — are outstanding. Sadly, the games bundled with the machine are a touch disappointing.

As for *T2*, write to 'Stuck In A Rut' and Paul will help.

Self appraisal

Dearest Gutsy

I'll not beat around the bush (**I suppose you're gonna tell me you've been flatulating, eh? — GS**). You dunn'arf get some silly beggars writing into your section, don't ya? I'm getting sick of reading little crappy letters saying, 'Oh, SEGA FORCE, you're the best! I love you! I just want to sit back and do rude things with my lower regions over the front cover.'

Some people get turned on by their own letters. Well, somebody find where these people live, so me and my mates can sort them out. Most of the questions they ask have already been answered in SEGA FORCE! I'd like to ask you a few questions nevertheless!

1. How long does it take to compile and complete an issue of SEGA FORCE?
2. How much do you get paid for your worthy contribution to the most exciting 114 pages of doodle in the land?
3. Recently, I played a game in my local arcy (that's 'arcade', for the dappy dicks among us!) called *Shadow Dancer*. Call me a blind bat, but I've never seen this before. What do you reckon this game does for the average agony uncle, ie, you!

Thanks for listening, or are you asleep already? **Nintendo** are the greatest entertainment company in the world... er — NOT!

G Barber, 'Sega King', Ramsgate, Kent

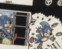
Tend to agree with you, Mr Barber. It's as though the population of the world reckon we need it drumming into us that we're the best Sega mag in the universe! Tut, tut, tut!

As for your questions, here's a little insight into the world of SEGA FORCE. On average, from inception to completion, it takes a month to produce an issue. We work a month ahead.

I'm paid diddly-squat. And they think Jimmy Krankie's gonna work for peanuts? Get a life! As long as I'm fed and watered, they think everything's okay. Well, it's not. If they don't start paying me a proper wage, I *may* just reveal myself to the nation.

I thought arcades were where folk did their shopping. Never played the game, soz! I'm not an agony uncle, I'm an uncle in agony. It's working with this lot. I'll have my revenge. Scabs, the lot of 'em!





Letters!

A Tiny request

Dear Gutter Snipe
I don't think it's fair that games for the Mega Drive sometimes don't come out for the Master System. I like *Tiny Toons*, but when I read it wasn't coming out for the MS, I wasn't very happy. Please make it if you can.
Jonathan Ralph, Morrison, Swansea

Well, I'll try Jonathan, but I'm no technical wizard. You're right, *Tiny Toons* is a brill game. If you're lucky, one of the software houses reading this ('cos they all *do*, you know) may decide to produce an 8-bit version.

Stay tuned to SEGA MASTER FORCE for details of forthcoming 8-bit products. You know it makes sense!

The problem with da Crüe

Dear Sleazeball
While reading thru Issue 12, I happened upon the review of *Crüeball*. How fuggin' cool, a game with real music from one of the coolest bands in the fuggin' world, da Crüe.

Some git (**Paul**), who has no musical taste whatsoever, slags da Crüe. Quote: 'This explains why they haven't been in the charts for the last couple of years.' What a pleb! Da Crüe don't churn out computerised meaningless drivel Radio One get all excited about. Da Crüe play REAL music and they couldn't give a toss if they're at Number One or not. They play for the love of music, not the money.

So, tell **Paul** to sort his life out. By the way, Paul, why don't you let us know what music *you're* into so we can all have a laff. I bet da Crüe, even without Vince (hail King Vince!), would blow away anything you like.

I notice you're from Brum. The only good thing to have come out of Birmingham is Black Sabbath.
I Clark, New Zealand

I'll let you into a secret, my little kiwi friend, 'cos Paul's not in today (he's having a toe operation) so he doesn't know I'm writing this. He likes Big Country and said Sonia was sexy. Makes ya think, doesn't it?!

This takes us back! SEGA FORCE had the first official preview of *Sonic 2*, and our cover for that issue was not disimilar to to the illustration above. The artist is Ryan Hunter of Green Hills, East Kilbride.

A word from Belgium

Dear Gutter
Belgium calling... the 12 points go to SEGA FORCE. Sounds like the Eurovision Sega Contest! Life in Belgium is pretty boring at the moment (at moment!) so I decided to write a letter to you Deadheads.

First of all, I wanna thank you guys for making this excellent mag.

I only have one question. Last vacation, we went to America where I found *Mortal Kombat*. Now, everyone in Belgium knows this is the best streetfighting game around. Play it and you'll never want to see *Street Fighter* again. Are there any plans to bring *Mortal Kombat* to the Mega Drive in England or Belgium?
My Anonymous, somewhere in Belgium

Good news. *Mortal Kombat* will appear on the Mega Drive around August of this year, with a CD game in the works from those lubbly-jubbly peeps at Acclaim.

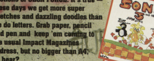
Questions to Master

I think your mag is brill! I got my MS at Christmas so I only have four copies of SEGA FORCE. I have a few questions.
1. Will *Street Fighter II* be coming out on the Master System?
2. When will *Streets Of Rage II* come out on the MS and will it be like *Streets Of Rage II* on the Mega Drive?
3. When *Sonic 3* comes out, is there going to be an extra person with **Sonic** and **Tails**.

Oh, I'd just like to say, I like the way you've changed the mag.
Phillip de Rozarieux, Harrow, Middlesex

OFF THE WALL!

Welcome to one of the most popular sections of SEGA FORCE. It's true — these days we get more super sketches and dazzling doodles than we do letters. Grab paper, pencil and pen and keep 'em coming to the usual Impact Magazines address, but no bigger than A4, ya hear?



ROSS ADAMSON
Fife, Scotland

R REES-PRICHETT
Rochdale, Lancs



CRAIG MACLEAN
Angus, Tayside

PAUL BANNER
Runcorn, Cheshire



A ATHERTON
Clifton, Nottingham

NEIL ROONEY
St Helens, Merseyside



RUSSELL GREEN
Rubery, Birmingham



NEIL STRUTHERS
Londonderry, N Ireland

Talking Japanese

Dear Gut wrench

I know a good 80% of your letters ask you to answer questions, but I genuinely need you to have a look at these.

1. Is it right **Sega** are bringing out a new chip in all their English games which stops them playing on Japanese Mega Drives?
2. Does the Mega-CD only play on English Mega Drives?
3. If an MD freak with a Jap machine bought a Jap CD-ROM, as I intend to do, and an RPG, would the text be in Japanese?

Please answer these questions, even if they seem a bit nerdish. I've been out of the country, so I haven't a clue about anything! Ta.

Marc Nook, Bobbington, Nr Stourbridge

I know the feeling, Marc. To find a chainsmoking navvy clearing ya desk out ain't a nice sight. Why am I always kept in the dark? A secret ballot, huh? Get rid of Gutter Snipe, huh? Over my mate's dead body!

All this talk about chips is making me hungry! Sega have started to put chips in games in America and the same thing will happen over here. You'll find Brit games will only play on Brit machines, Jap games on Jap machines and so on. In fact, several software companies are now producing what are called code-locked games — Virgin, Domark and Konami have done so in the past, causing a few headaches for our Deadheads!

The Mega-CD plays on a Brit machine obviously, although Paul informs me he's got a Mega-CD to work on a Jap machine that has PAL option. Check with your dealer to make sure your chosen combination will work on your TV/monitor.

As for your RPG, yes. As only Jap games will work on machines from that country, the text will be in Japanese, as originally programmed. Oh heck, I'm confused!

Glad you like what you see, Phillip. Here are the answers to your questions:
1. Never.
2. It's not on my list as a release, but the original *Streets Of Rage* has come out on 8-bit, so there's every chance the sequel will appear. More info when we get it.
3. Aaaaaaarrrrrrggggghhhhhhh!

A nine-timer

Dear Gut

1. Is *Ecco: The Dolphin* being released on the Master System?
2. Are there any good sports games on the Master System?
3. When will *Mickey Mouse 2* be released?
4. Is *Desert Strike* being converted to the Master System?
5. Are there any cheats for MS *Chuck Rock*?

Kieron Beeby, Kettering, Northants

PS Please print this letter. I've sent nine so far and none have been published.

Hello, is that *Smash Hits*? Oh, hello. Let me introduce myself, I'm G Snipe, a journalist by trade, but my career's in tatters and... 'If you know what's good for you, Gut, you'll put that phone down!' Er... yes, Ade! Ahem!

Right, Kieron, let's get to it! You've tried nine times? Your luck's in this time, baby!

***Ecco: The Dolphin*'s coming out on the Game Gear. I've no goss on an MS version, but our news section will keep you informed.**

***Super Kick Off*, *Olympic Gold* and *Champions Of Europe* are the best sports games I can bring to mind.**

***Mickey Mouse 2* was late arriving from Sega for us to review; it's been in the shops a good couple of months. *Desert Strike*'s being converted to the MS by Domark and will be available in September.**

I'm not the person to ask about console tips. Gardening tips, yes. What *I* can do with a piece of wire and a bamboo pole is nobody's business!

CD games. What's in store?

Dear Gut

How's it hanging? At present, I'm saving to buy a Mega-CD and, before I collect all my pennies, I'd like to know whether CD games will be easy to purchase?

I hope you can answer this. See ya!

Richard Harte, Essex

Well, Richard, between the time you wrote this letter and now, you'll have noticed CD games popping up here, there and bloomin' everywhere! Many of the major high street console game stockists now include CD games in their range so buying 'em shouldn't be a problem.

Bakers and chemists don't stock 'em. Oh, nor butchers or greengrocers.



SCOTTI DOG
Glasgow

MATTHEW THOMAS
Birmingham

NICHOLAS LYONS
Merthyr Tydfil

C McQUARRIE
Glenburn, Paisley

PAUL O'SULLIVAN
Nuneaton

JOHN LEWIS
Greenock, Scotland

SCOTTI DOG
Glasgow

MARC MURRAY
Glasgow

FRANKIE LEUNG
Warrington

JENNA SPEED
Whitchurch, Shropshire

NATALIE GABRIEL
Ormskirk, Lancashire



Letters!

He's here, he's there, he's bloomin' everywhere! And no, we don't mean S Hedgehog, Esq. Scotti Dog of Clydebank, Glasgow, is the fastest artist in the north — we've received loads of pics from him. His work's paid off, though: he wins a prize for Best Pic!

GUT'S THOUGHT FOR THE MONTH

'A word about spiders, methinks.

'Picture this. You're sitting all comfy cosy-like in your favourite armchair, nibbling a Bounty Bar and watching the bestest programme on the box when, out of the corner of your eye, you see a whopping great tarantula climbing up the flock wallpaper.

'You try to pay full attention to the TV. Try not to think about the hairy mutoid scaling the side of your living room. Try to convince yourself that no way is it gonna abseil down the mantelpiece, leg it across the carpet, leap onto your chair and check out your inside leg measurement. But to no avail.

'Your mind wanders. The long-legged lout has teased you for too long. What d'ya do? Hope it makes its escape through a gap under the patio window? Grab a copy of *The Sun* and thwack the life out of it, or go for the environmentalist's approach and grab the lid of a shoe box, scrape the creature into it with a spatula, open a window and tap the tyrant goodbye on the sill?

'It's a nightmare! It's a dilemma! Oh, what the hell — it's a space filler! Another thought next month...'

So haunt me...

Dear Gutter Snipe
As there's nowt on the telly these days, apart from *Grange Hill* re-runs and a thing on Channel Four about growing vegetables, I thought I'd write you a letter. I find it quite hard to put pen to paper, mind, 'cos we've a poltergeist haunting the broom cupboard of our maisonnette and he's forever flinging my notepad across the kitchen.

Having retrieved said item out of my Moulinex Masterchef, purchased several milleniums ago from Argos, I hurriedly scrawled the following anecdote before my spectral friend returned from the pub.

I must just say, you're the funniest, wittiest most rib-ticklingly sarcastic creature to roam God's Earth. I reckon if you ever left the magazine, sales would plummet and they'd more than likely get someone like wee Jimmy Krankie to take over the letters section.

Please ensure you stay with lovely SEGA FORCE magazine forever and ever — amen! You're great!
Reg Pinestut, Ludlow, Shropshire

'That's the last time I see you making up your own letters, Mr Snipe'—Ade. (That's what *you* think!—GS.)

Game Gear quickies

Dear Snipester

How are you? I couldn't find anything to do while listening to the Crystal Palace vs Chelsea game the other night, so I thought I might as well write to you!

I've bought your mag since Issue 3. I've noticed when Game Gear games are reviewed, the pics aren't of a very high quality, ie, the Deadheads gave ***Evander Holyfield Boxing* 77% for visuals but the pics were naff. Does the game have good graphics or are the screens really that accurate?**

On the subject of boxing games, is *Muhammad Ali Boxing* **coming out on the Game Gear? I've heard** *David Robinson's* is coming out on GG. Is there any truth in this?

Is *World Class Leaderboard* any good? When is *Mickey Mouse 2* coming out on GG?

What football team do you support? Who is your ideal woman?
Robert Dunford, Market Deeping, Peterborough

You'll notice GG screens in all mags aren't the same as MS and MD screens. It's tricky taking shots from the GG because of the screen and contrast. We have something planned that'll make the GG screens clearer. *Evander Holyfield*'s not a bad game but there ain't much visual variety.

At the time of writing, *Muhammad Ali*'s not planned for the GG. We'll let you know about *David Robinson's*.

In answer to your other queries: Yes. Should be out now. Can't tell ya. My girlfriend, Greta. Stay warm!

Your number's up, Pitty

Mr Snipe,
Answer these damn questions, or there'll be a boot in your *@**@!
1. Why does **Pitty** act like a git?
2. Is MD *T2* a two-player game? If so, do you need two Menacers to take part?
3. Why does **Pitty** (boring git) have an ugly mush? **Paul**'s hair is better than Pitty's.

Sorry to insult you, mush, but you're an idiot with knobs on!!
Lee Rowley, Erith, Kent

You see, Ade, it's the price you have to pay for fame. The minority love ya, the majority loath ya. Trying to axe me from the mag, I'll give him what-for!

Right, Lee, where was I? Mega Drive *T2* is a two-player game. You have two choices: one plays with the Menacer and the other with a joypad, or you both play with joypads.

As for haircuts, Paul's is getting shorter, Ade's is getting longer and Mat's is a wig from Peru. Ginger nuns — very scarce!

You can't beat it

Dear Gutter Snipe
I am a proud MD owner. I'm looking for an ace beat-'em-up but I don't know what to get. Please could you ask **Ade**, **Mat** and co which are best? Also, could you recommend some other ace games? Ta very much.
Sid Guildford, Yorkshire

Certainly, Sid. The lads say the best beat-'em-ups are *Fatal Fury* and, better still, *Streets Of Rage II*.

Other ace games we've seen recently are: *Cool Spot*, *Flashback*, *Tiny Toons* and *Micro Machines*. That should be enough to keep you going. Fare thee well!

Pricey games

Dear GS
A few points I'd like to make.
1. Great magazine.
2. I only know one **Nintendo** owner. Sad, isn't it?
3. When is *Sonic 3* coming out? (Calm down — only joking!)
4. Am I the oldest person reading your fine magazine? (I'm a 21-year-old MD owner.)
5. Can **Sega** bring down the price of their Mega Drive games?
6. Glad to hear *Street Fighter II* is out soon.
7. Sad to hear we (ie, Mr and Mrs Joe Public) will have to buy a six-button joypad to play it.
8. I think **Sega** are taking the mick.
A M Lodge, Newtown, Birmingham

Thanks for your letter, AM. What happened to PM? Tee-hee! A little joke there from my stunning repartee!

I'll take your points in the order in which they came: 1. Ta; 2. Yes; 3. Get out; 4. No. Beat 103 and *then* smile!; 5. They can, but they won't!; 6. Good innit?; 7. Bad innit? 8. Me, too!

Right, you shower — listen up! A pretty poor crop of letters, this ish. If you wanna stand a chance of winning a T-shirt and tack, for Jack's sake, let's see some thought-provoking stuff! Not 'When's *Street Fighter II* coming out?' or 'When *Sonic 3* comes out, will there be a new character?' Meaty stuff, humorous stuff — I wanna see it! (That's if you're still here! — Ade.)

Don't forget, there's a T-shirt and tack for the BEST LETTER and BEST PICCY I receive each month. That all-important address, just in case you've lost your marbles, is: GUTTER SNIPE, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. And for those of you going abroad for your holidays, don't forget to pack the correct factor sun cream. Errrrr... that's *my* pot plant, Mr Yeo...

DEADHEAD SET HI-SCORES

Thought about pitting your wits against some of the best gamers in the country? This is the place to do it! Send us your hi-scores and a mugshot and we'll plonk the lot here. Plus there's a signed SEGA FORCE T-shirt up for grabs. Wanna know how to win it? Read on...

There's got to be one game in your collection you've played to death. That old chestnut you plague your mates with? The one with the theme music that drives your family crazy? There's every chance you're a bit of a pro when it comes to getting a stonking score. Are we right or are we right?

So what are you waiting for? Plug in your cart, thrash the intestines outta the game, fill in the form below, enclose a piccy of yourself and send the whole caboodle to: DEADHEAD SET HI-SCORES, SEGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Those who include a snapshot are automatically entered into the draw for Gamer of the Month. If you're pulled outta the hat, you get a signed SEGA FORCE T-shirt. Mark somewhere on the form if you DON'T want it signed. The ink has a habit of running in the wash!

ACTION FIGHTER (MS)
Hi-Score: 91,390
Jim Keech, Shrewsbury

ALEX KIDD In MIRACLE WORLD (MS)
Hi-score: 78, 200
Clare Ellis, Birmingham

ALIEN 3 (MD)
Hi-Score: 1,462,810
John Kane, Lincoln

ASTERIX (MS)
Hi-score: 238,000
Christopher Moore, Tunbridge Wells

BACK TO THE FUTURE II (MD)
Completed, in under an hour (at Vision Express? —Sub Ed)
James Whitby, Cleveland

COLUMNS (MD)
Hi-score: 45,105,562
Collected 9999 and jewels on Normal, six-and-a-half hour's playing time
Clive Bilby, Basildon, Essex
Hi-score: 25,628, Hard level
Stephen Carter, Witney

COLUMNS (GG)
Hi-score: 228,600
Karen Fergusson, Wolverhampton

EUROPEAN CLUB SOCCER (MD)
Hi-score: played all games
Marlon Russell, Hayes, Middlesex

GOLDEN AXE (MD)
Completed: 35 mins, 28 secs, four continues
David Carlton, Sheffield

INDIANA JONES: LAST CRUSADE (MD)
Completed
Itsy-bitsy staff writer, Paz Wooding

JAMES 'BUSTER' DOUGLAS BOXING (MD)
Hi-Score: 4,552,280, completed with every boxer
Mr Anonymous, Hoddesdon, Herts

KID CHAMELEON (MD)
Completed: a day
G Jones, Glamorgan

GYNOUG (MD)
Completed: three lives
Sandra Walker, Liverpool

OLYMPIC GOLD (MD)
Hi-score: 6.4m on pole vault
Stephen Carter, Witney

PIT FIGHTER (MD)
Completed
Damion Collins, Kent

PRINCE OF PERSIA (MS)
Hi-score: Level 11
David Garner, Stafford

PRO-WRESTLING (MS)
Hi-Score: 505,600, completed
Christian Weaver, Corringham, Essex

SEWER SHARK (M-CD)
Completed
Extremely hefty Deputy Ed, Ade

SHINOBI (GG)
Hi-score: 98,700
Brian L, Stoke-on-Trent

SONIC THE HEDGEHOG (MS)
Hi-score: 689,989, 23 lives, four continues
John Tams, Stoke-on-Trent

SONIC THE HEDGEHOG (MD)
Hi-score: every ring on Green Hill Zone, Act 1
Fleur Handley, Swindon, Wiltshire

SONIC 2 (MD)
Completed: 1 hr, 4 secs, 11 continues
Norman Davis, Liverpool
Completed: 53 mins
Stephen Carter, Witney
Hi-Score: 572,400, completed, 21 lives
Jason Bickers, Belfast

SONIC 2 (MS)
Hi-score: 300,900
Tim Crowther, Oxford

STREETS OF RAGE II (MD)
Completed: 735,690, nine lives
Diljit Khalsa, Southampton
Hi-score: 555,000, five lives
Andrew Moore, Whitehaven, Cumbria
Completed: 1,203,678, 1hr 12mins
Stephen Carter, Witney

Gamer Of The Month!

T-SHIRT WINNER

QUACKSHOT (MD)

Hi-score: 1,176,572
Believe it or not, this picture's nine years old! This is **Stephen Carter** from **Witney** in **Oxfordshire**. He was three when the pic was taken. Now a 12-year-old gamesmaster, he was first out of the hat for our signed SEGA FORCE T-shirt.

If you've any embarrassing piccies of yourself or snaps of you wearing a nappy, lying on a sheepskin rug, send 'em in. We love a good giggle! Remember, without a pic, you won't be entered for the prize draw. Think on and look sharp!

THUNDERFORCE IV (MD)
Hi-Score: 10,802,100
Robert Talonge, Handsworth, Birmingham

TINY TOONS (MD)
Completed
Larger than life Sub Ed, Woz

WONDERDOG (M-CD)
Completed: five lives
K Mason, St Alban's

WORLD OF ILLUSION (MS)
Completed
Slightly large Prod Ed, Mat

WWF WRESTLEMANIA (MD)
Completed with every wrestler
Mr Anonymous, Hoddesdon, Herts

DO YER WORST!

I'm brilliant at..

....

My hi-score is..............................Format..............................

Name..Age..............................

I live at..

....

....Tel. No..............................

I have enclosed my photo and look forward to seeing it on the hallowed deadhead pages.

Signed..

THERE'S TWICE THE FUN NEXT MONTH! SEGA FORCE MEGA AND SEGA MASTER FORCE ARE GONNA BE RED HOT. BE HERE OR ELSE!

Next Month

Next month, SEGA FORCE splits into two. For Mega Drive and Mega-CD owners, there's SEGA FORCE MEGA. For Master System owners, there's SEGA MASTER FORCE. And good news for Game Gear buffs: *both* magazines have a special Game Gear supplement, jam-packed to bursting with news, previews, reviews and tips.

So, in SEGA FORCE MEGA, expect to see TecMagik's *André Agassi Tennis* and *B.O.B* from Electronic Arts. There's *Hit The Ice*, *Tecmo World Cup* and *X-Men*.

We'll hopefully have *Final Fight* on Mega-CD, *Make My Video: C&C Music Factory* and Ninja Warriors. More previews, tips and features than any other mag and a cracking covermount that'll blow your mind.

In SEGA MASTER FORCE, we've the full lowdown on superhero, *The Flash*. Fun and sporting antics in *California Games 2*, *André Agassi Tennis* and *World Tournament Golf*. Racing action in *GP Rider* and crash-tastic capers in Acclaim's *Crash Dummies*.

SEGA FORCE MEGA and SEGA MASTER FORCE are on sale JUNE 24. Miss 'em and be miffed!

SEGA FORCE ISSUE 17 COMPO WINNERS

Please note, as some of the prizes mentioned below are not sent out by us, allow around 28 days for delivery

I'M AN ULTRAMANIAC

A big 15 winners for this compo. There were ***Ultraman*™ videos, posters and, for the first five names listed here, an Ultraman™ model. So, here goes:**

Carl Jackson, Ancoats, Manchester; Paul Carr, Welton, Lincolnshire; Roger Masters, Tonbridge, Kent; Neil Caldwell, Kilwinning, Ayrshire; Miss J Everett, Crediton, Devon; Steven Alderson, New Brancepeth, Co Durham; S White, Ware, Herts; Richard Rogers, Royston, Herts; J Ross, Hornchurch, Essex; DJ Pomfrett, Dagenham, Essex; Alex Ball, Stafford; Sue Greenud, Beckenham, Kent; Paul Skingley, Nordelph, Norfolk; Michael Winney, Neath, West Glamorgan; and Sam Thomback, Crawley, West Sussex.

TEE FOR TWO

The following 20 bods are gonna look hip 'n' trendy in ***Sonic 2*** T-shirts, courtesy of **Our Price Music**:

AW Lomas, Kingsbury, London; Ian Bennett, East Ham; Cheryl Humber, Kirkcaldy; A Bradnum, Stowmarket; Martin Monaghan, Isle of Wight; Gordon Perkis, Harleston; Michael Jones, Quinton, Birmingham; Mike Counter, Truro; Miss J Millen, Upper Belvedere, Kent; Ruaraidh Campbell, Lossiemouth; Rory Petrie, Aberdeen; Graham Littlewood, Ward End, Birmingham; Louise Smith, Wednesfield, Wolverhampton; Adrian Porter, King's Lynn; Andrew Davidson, Kingstanding; Ian Millichamp, Bishop's Castle; Tracy Stone, Wigan; Caroline Best, Redditch; Sam Clarke, Glasgow; Philip Stevens, St Ives; and Julian Cooney, Ipswich

THE SKY'S THE LIMIT

The winner of satellite system and a selection of **Simpsons** videos, courtesy of **Acclaim**, is: **Stuart Morton** of **Great Barr, Birmingham**. Five runners-up each receive the Simpsons video collection: Miss C Golby, Banbury; Andrew Souter, Lossiemouth; Mathew Bispham, Crewe; Steve Mayes, Stanley, Co Durham; and Ross MacKenzie, Moseley, Birmingham

TACKY POSTCARD WINNER

What may be the end of the Tacky Postcard compo. The winner this month is **Martin Monaghan** from the Isle of Wight. Thanks Mart, it's... errrrr... wonderful!

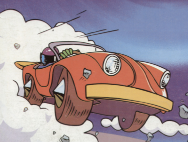





MEGADRIVES
SAVE £89.96 OFF INDIVIDUAL RRP
FREE Membership
NEW MEGADRIVE SPORTS PACK
WITH 2 JOYPADS, SONIC THE HEDGEHOG, EA ICE HOCKEY, JOHN MADDEN FOOTBALL PLUS A SONIC SPORTS BAG & SONIC ALL OVER PRINT T-SHIRT XL
149.99
GG8345
SAVE £17.99 OFF INDIVIDUAL RRP
FREE Membership
MEGADRIVE SONIC PACK
WITH 2 JOYPADS, SONIC THE HEDGEHOG PLUS SONIC ALL OVER PRINT T-SHIRT XL
124.99
GG5326
PHILIPS 15" FST COLOUR TV/MONITOR 229.99 AND TELETEXT
FOR A FREE 12 PAGE COLOUR CATALOGUE CALL OUR SALES LINES ON 0279 600204
FREE Membership & Scart Lead
229.99
GG9128
WITH TELETEXT
AND REMOTE CONTROL, MODEL 15PT161A. AUTO PROGRAMMING, 1 YEAR WARRANTY. ENABLES MONITOR QUALITY PICTURE FROM MEGADRIVE, MASTER SYSTEM 1, SUPER NES, OR AMIGA VIA SCART CONNECTION. ALSO SUITS ATARI ST AND ALL CONSOLES VIA NORMAL RF INPUT. INCLUDES SCART/EURO TO A/V CHANNEL.
(FOR FREE SCART LEAD PLEASE STATE, MEGADRIVE, SNES, AMIGA OR ST)
GAME GEARS
SAVE £29.97 OFF INDIVIDUAL RRP
FREE Membership
GAME GEAR BUMPER PACK
WITH MAINS ADAPTOR (ESSENTIAL), COLUMNS GAME, SONIC THE HEDGEHOG & SUPER MONACO GRAND PRIX
129.99
GG8207
SAVE £19.98 OFF INDIVIDUAL RRP
FREE Membership
GAME GEAR COLUMNS PACK
WITH MAINS ADAPTOR (ESSENTIAL), COLUMNS GAME & BLACK CARRY CASE
99.99
GG8205
ALL FREE MEMBERSHIPS GIVEN WITH HARDWARE ARE FOR 6 MONTHS
GHOULS'N'GHOSTS 24.99
GOLDEN AXE 19.99
MERCS 20.99
REVENGE OF SHINOBI 19.99
STRIDER 24.99
TAZ TOY 16.99
TOE JAM & EARL 20.99
SONIC 2 31.99
SPEEDBALL 2 28.49
JOHN MADDENS 31.49
NHPLA '93 HOCKEY 31.49
ROAD RASH 2 29.99
688 ATTACK SUB 31.49
ALEX KIDD IN ENCHANTED CASTLE 17.99
ALIEN 3 31.49
ANOTHER WORLD 31.99
AQUATICS WITH JAMES POND 28.49
ARCH RIVALS 29.99
ARIEL - THE LITTLE MERMAID 28.49
ATOMIC RUNNER 31.99
BATMAN RETURNS 31.49
BLOCK OUT 31.49
BULLS VS BLAZERS 31.99
CAPTAIN AMERICA 31.99
CHAKAN 31.49
CHUCK ROCK 31.49
COLUMNS 24.99
CORPORATION 31.49
CYBORG JUSTICE 31.99
D. ROBINSON BASKETBALL 31.49
DARK CASTLE 24.99
DECAPATTACK 28.49
DESERT STRIKE 31.49
DONALD DUCK - QUACKSHOT 31.49
DOUBLE CLUTCH 29.99
DOUBLE DRAGON 20.99
DRAGON'S FURY 31.49
ECCO (DOLPHIN) 31.49
EUROPEAN CLUB FOOTBALL 31.49
EVANDER HOLLYFIELD BOXING 31.49
F22 INTERCEPTOR 31.49
FATAL FURY 35.99
FATAL LABYRINTH 28.49
FIRE SHARK 25.99
FLASHBACK 31.99
GHOULS N GHOSTS 24.99
GLOBAL GLADIATORS (MC KIDS) 31.99
GOLDEN AXE 19.99
GRANDSLAM TENNIS 31.99
HARDBALL 3 29.99
INDIANA JONES 3 31.49
JACK NICKLAUS POWER CHALLENGE GOLF 29.99
JAMES BOND - 007 31.99
JOHN MADDEN '93 31.49
JUNGLE STRIKE (DUE JUNE) 35.99
KING OF THE MONSTERS 31.99
LEMMINGS 29.99
LHX ATTACK CHOPPER 31.49
LOTUS TURBO CHALLENGE 31.49
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON) 31.49
MEGA-LO-MANIA 35.99
MERCS 20.99
MICKEY AND DONALD 29.99
MICKEY MOUSE 31.49
MUHAMMAD ALI BOXING 31.99
MUTANT FOOTBALL 31.99
NBA '93 BASKETBALL 31.99
NHL ICE HOCKEY 29.99
NHL ICE HOCKEY '93 31.49
OLYMPIC GOLD 31.49
OUTRUN 2019 31.99
PGA GOLF 2 31.99
PITFIGHTER 31.49
POPULOUS 31.99
POWERMONGER 31.99
REVENGE OF SHINOBI 19.99
ROAD RASH 29.99
ROAD RASH 2 29.99
ROBOCOD (JAMES POND 2) 31.49
ROLO TO THE RESCUE 31.99
SENNA SUPER MONACO 31.49
SHADOW OF THE BEAST 2 31.49
SHINING FORCE 31.99
SIMPSONS 27.99
SMASH TV 28.49
SONIC 2 31.99
SPEEDBALL 2 28.49
SPLATTERHOUSE 2 31.49
STEEL TALONS 31.99
STREETS OF RAGE 28.49
STREETS OF RAGE 2 34.99
STRIDER 24.99
STRIDER 2 31.99
SUMMER CHALLENGE 28.99
SUNSET RIDERS 31.99
SUPER HANG ON 17.99
SUPER KICK OFF 34.99
SUPER MONACO GRAND PRIX 19.99
SUPER OFF ROAD RACER 22.99
SUPER SHINOBI 3 31.99
SUPERMAN 31.99
TALESPIN 28.49
TAZMANIA 29.99
TEENAGE MUTANT HERO TURTLES 31.99
TERMINATOR 31.49
TERMINATOR 2 (MENACER LIGHT GUN GAME) 31.49
TESTDRIVE 2 20.99
THUNDERFORCE 4 31.49
TINY TOONS 31.99
TOE JAM AND EARL 20.99
TRANCER BANKER 31.99
TWO CRUDE DUDES 31.99
UNIVERSAL SOLDIER 25.99
WARPSPEED 28.99
WINTER GAMES 22.99
WONDERBOY IN MONSTER WORLD 38.99
WORLD CLASS LEADERBOARD 31.49
WORLD CUP ITALIA 90 17.99
WRESTLE WAR 28.49
WWF WRESTLEMANIA 30.49
X-MEN 31.99
YOUNG INDIANA JONES 31.99
PLEASE NOTE THERE IS A 50P SURCHARGE ON ALL SOFTWARE ORDERED BY PHONE
MEGADRIVE EXTRAS
JOYSTICKS
QUICKJOY FOOT PEDAL FOR MEGADRIVE (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES) ...GG8089 22.99
QUICKJOY MEGASTAR JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION, INDUSTRIAL STRENGTH MICROSWITCHES AND SHOCK ABSORBED BODY) GG8338 24.99
QUICKJOY SG PROPAD FOR MEGADRIVE (WITH SLOW MOTION AND TWO SPEED AUTOFIRE) GG8090 13.99
STRIKER JOYPAD FOR MEGADRIVE (WITH RAPID FIRE AND STEREO HEADPHONE SOCKET) GG6789 16.99
TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION) GG8066 12.99
SEGA MENACER LIGHT GUN WITH SIX GAMES GG8194 59.99
FREE Membership
GAME GENIE & ACTION REPLAY
ACTION REPLAY PRO CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) GG6826 42.99
GAME GENIE FOR MEGADRIVE (GAMES ENHANCER. ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) GG8100 38.99
STORAGE & CLEANING
LOGIC 3 MULTI CASE CARRY BAG FOR ALL MEGADRIVE, SUPER NES, MASTER SYSTEM, NES (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) GG8344 14.99
CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS GG6065 6.99
DUST COVER FOR MEGADRIVE GG8087 4.99
STORAGE RACK FOR CARTRIDGES (STACKABLE) GG6885 9.99
LEADS
MONITOR LEAD FOR MEGADRIVE TO PHILLIPS CM8833 MK 2 MONITOR GG5880 7.99
SCART LEAD FOR MEGADRIVE - CONNECTS TO TELEVISION WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE) GG6745 8.99
GAME GEAR GAMES
ALIEN 3 23.49
ALIEN SYNDROME 20.99
ARIEL - THE LITTLE MERMAID 24.99
BATMAN RETURNS 23.49
CHAKAN 25.49
CHUCK ROCK 20.99
COLUMNS 17.99
DEVELISH 20.99
DONALD DUCK 25.49
DOUBLE DRAGON 24.99
GEORGE FOREMAN BOXING 23.49
GLOBAL GLADIATORS (MIC & MAC) 24.99
INDIANA JONES 3 23.49
JOE MONTANA (U.S.) FOOTBALL 20.99
KLAX 23.49
LEADER BOARD 23.99
LEMMINGS 23.49
MASTER OF DARKNESS 20.99
MICKEY MOUSE 20.99
MICKEY MOUSE 2 25.49
NINJA GAIDEN 20.99
OLYMPIC GOLD 23.49
OUTRUN EUROPA 23.49
PAPERBOY 23.49
PENGO 17.99
PRINCE OF PERSIA 23.49
SHINOBI 20.99
SHINOBI 2 23.49
SIMPSONS 23.49
SLIDER 19.99
SOLITAIR POKER 20.99
SONIC 2 24.99
SONIC THE HEDGEHOG 25.49
SPIDERMAN 23.49
STREETS OF RAGE 19.99
STRIDER 2 24.99
SUPER CEASARS PALACE 24.99
SUPER KICK OFF 25.49
SUPER MONACO GP 19.99
SUPER OFF ROAD RACER 21.99
SUPER SPACE INVADERS 23.49
SUPERMAN 24.99
TAZMANIA 21.99
TERMINATOR 23.49
TOM AND JERRY 20.99
WIMBLEDON TENNIS 23.49
WONDERBOY - DRAGONS TRAP 25.49
PLEASE NOTE THERE IS A 50P SURCHARGE ON ALL SOFTWARE ITEMS ORDERED BY PHONE.
ACCESSORIES
LOGIC 3 PROTECTOR CARRY CASE 11.99
SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99
LOGIC 3 RECHARGABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99
SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) 27.99
GAME GEAR MAINS ADAPTOR (UK MADE) 7.99
SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) 13.99
BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) 11.99
BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) 12.99
SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) 54.99
We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!
Special Reserve Club Shop at The Maltings, Sawbridgeworth, Herts. Open to 7pm Weekdays and to 5pm Saturdays.
NRG
Special Reserve
The Games Club
Special Reserve members can have all this.. can YOU?
READ "NRG" Regular Club Magazine
CHOOSE from our Huge Selection
BUY at Best Possible Prices
SAVE with our Special Deals
SAVE more with our XS Coupons
WIN £60,000 worth of prizes FREE
JOIN now from just £4.99
We only supply members but you can order as you join
There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on 0279 600204.
As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:
1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. £60,000 worth of prizes per year in our FREE-to-enter BIG TARGET COMPETITIONS. That's £10,000 worth in every issue of NRG, exclusive to members.
That's why over 160,000 people have joined Special Reserve, the biggest games club in the World!
0279 600204
9am to 8pm Weekdays, 9am to 5pm Saturday, 10am to 5pm Sunday
10am to 5pm Bank Holidays. Order/Confirmation/Receipt sent for every order.
We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E.&O.E.
Registered Office & Club Shop: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.
MEMBERSHIP FEES | 6 MONTHS TRIAL MEMBERSHIP | ONE YEAR ANNUAL MEMBERSHIP | TWO YEARS WITH FREE HARD BINDER
UK MEMBERS 4.99 7.99 14.99
OVERSEAS EC MEMBERS 6.00 10.00 20.00
OVERSEAS WORLD MEMBERS 7.00 12.00 24.00
WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)
NAPE
Name
Address
Postcode
Phone
Machine
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.99)
item
item
item
item
ALL PRICES INCLUDE UK POSTAGE & VAT
£
Cheque/P.O./Access/Mastercard/Switch/Visa
Switch Issue No
Card expiry date
Signature
Cheques payable to: SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.
Overseas orders must be paid by credit card.



take your
SEGA
for a
mega drive



Codemasters